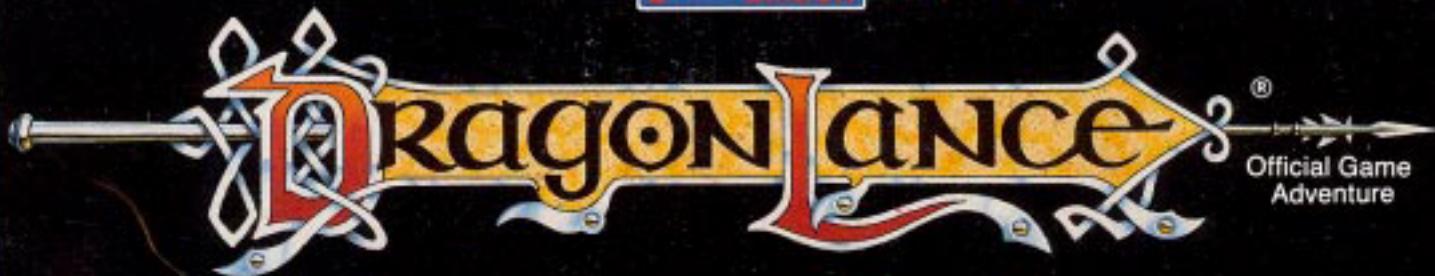


DLS3
Adventure

Advanced Dungeons & Dragons®
2nd Edition

9327



Official Game
Adventure

Oak Lords

BY BLAKE MOBLEY



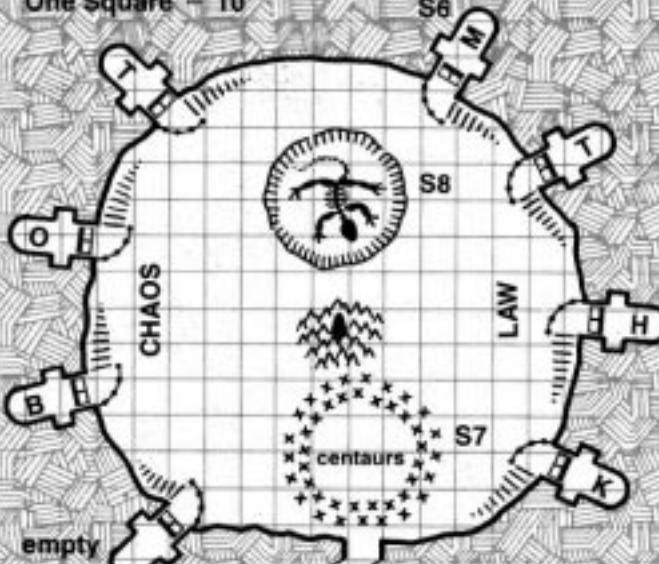


Quartz
Lily
Vines
Water fall
Gong



Treasure
Throne
Statue
Ravine
Secret Door

One Square = 10



Sla-Mori



S4

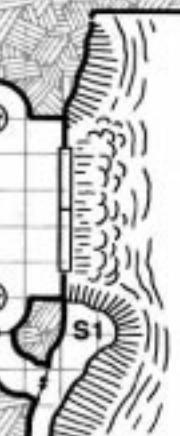


S5

A

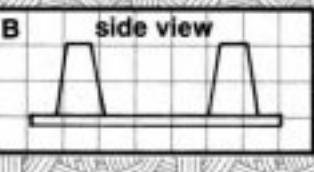
side view A

S2

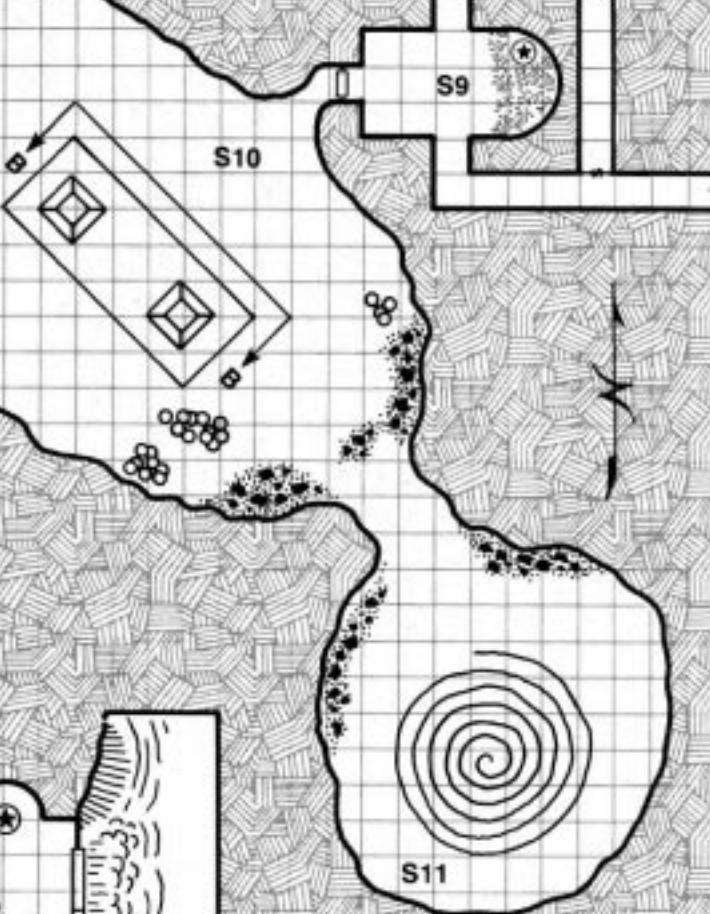


S1

S3



B side view



Advanced Dungeons & Dragons®
2nd Edition



Official Game Adventure

OAK LORDS

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INTRODUCTION

THE PLIGHT OF THE ELVES

Read the following (and all) boxed text to the players.

Once, Qualinesti was a place of natural beauty, unequalled throughout western Ansalon! It housed Qualinost, one of the most striking cities ever to have graced the surface of Krynn, and its forests were filled with the gay laughter of the Qualinesti elves.

The War of the Lance ended that golden era. The Qualinesti elves were driven from Qualinost and banished from their land by the iron-fisted Lord Verminaard and his devastating dragon armies. Their leader, entitled the "Speaker of Suns," Solostaran, died in exile; it was so great a blow to the Qualinesti elves that they might have scattered across the lands, had it not been for Porthios, Solostaran's elder son. Porthios proved to be as great a leader as was his father and an even greater warrior.

Now, some ten years later, the Qualinesti elves return to reclaim that which was once theirs!

The adventure that follows begins with the return of the elves to their homeland on the Abanasinian peninsula. They are a changed people, now grim and harsh. Only precious memories of the fair Qualinesti forest have provided them with the inspiration to carry on. But upon reaching home, they discover that large sections of the ancient forest have been burned or razed! Many trees are dying and a beetle infestation is causing horrid burls to grow upon those that remain. The sight of their forest is such a heavy blow that many of the elves refuse to enter, believing that Qualinost is in similar ruin. They plan, instead, to appeal to their Silvanesti relatives, to be accepted back into the folds of that ancient elven culture.

Porthios sees his people withering with a loss of social identity. In a final attempt to prevent his people from abandoning their culture, he embarks on a quest, entering

the dark and twisted forest with a handful of personal guards and a group of brave adventurers. They will trek through perilous lands for over a week to learn the fate of Qualinost!

USING THIS MODULE

Oak Lords is packed with history, legends, and events of major impact upon Qualinesti and its people. It's a wonderfully flexible module, designed to be used in either of two ways: if run by itself, it provides for a rapid magical adventure by which the PCs will uncover many ancient secrets and legends surrounding Qualinost, Qualinesti, and beyond. These include the tales of Kith-Kanan, the *Graystone*, the *hammer of Kharas*, and more. Or *Oak Lords* may be used as a framework upon which to weave a fantastic series of mini-adventures; for those DMs who wish to run a campaign of their own in the world of Krynn. Either way, *Oak Lords* can provide for role-playing long after the module is complete, as many of its adventures may be extended.

This module is divided into six easily expandable sections: the trek across the Qualinesti forest; the wooden Sla-Mori near Qualinost; Qualinost itself, including the Tower of the Sun; the Chaow-Gunosh; the stone Sla-Mori between the Hall of Guardians and the spiral stairway to the underworld; and the astral Hall of the Sky.

PREPARATION

Be sure to read the entire module. Emphasize important aspects such as traps, saving throws, and so forth by highlighting. It is to your advantage to seek out previous DRAGONLANCE® materials in order to add the unique flavor of elves on Krynn to your fantasy campaign.

The players should each select one of the prepared characters found on the module cover. Inform the player who chooses Asheena Flamebrow to keep the character a secret until the second event (#F2). These





characters were specifically chosen because of their backgrounds, so be sure to have all players familiarize themselves with their characters before beginning play. An important element of the DRAGONLANCE® saga setting involves detailed characters with intriguing and complex relationships. Assist your players to fully develop their characters' personalities and backgrounds along the campaign trail.

There is also the option of allowing your players to use their own characters in this module. If this is done, be sure to meet with each player and discuss personal histories which will tie in with the existing adventure. It would be useful if at least one of the PCs was a Qualinesti elf.

Porthios, an 11th-level Qualinesti elven fighter, is the first-born of Solostaran and current Speaker of Suns. Like his brother, Gilthanias, he is always solemn. Throughout the adventure, Porthios's mood will be heavy with the plight of his people. He will not show it, but he is glad to have Tas along for comic relief. He carries a deep and secret grudge against his younger brother and will always be overly critical, but will still refrain from emotionalism.

His vital statistics and equipment are as follows: Str 18/45, Int 14, Wis 10, Dex 15, Con 16, Chr 17; THAC0 10; AL LG; hp 90; AC -5 (*plate +4, shield +2, +1 Dex bonus*). He carries a *long sword +3* (1d8/1d12), two *daggers +1* (1d4/1d3—causes double-damage when thrown), and 1000 stl (steel pieces) worth of miscellaneous equipment. He speaks Qualinesti and Silvanesti elven.

Porthios and the PCs will be accompanied by 14 elven guards—ten male and four female. They are armed with long swords and long bows and are listed in the Combined Monster Statistics Chart.

DESIGN CONSTRUCTS

In an attempt to make this module as user-friendly as possible and to create an intriguing adventure, several constructs have been used:

- All encounters are given an encounter designator and name, such as **#F1—Forest Foes**. If the encounter does *not* correspond to a particular map area, its designator will be

preceded by the word "Event." The letter in the designator groups together encounters which occur in the same general area.

- All monster statistics can be found on the module's cover, in the *Combined Monster Statistics Chart*. In the module text, monsters will be printed in bold to signify their inclusion in the chart. It is also useful to pull these creatures from your *Monstrous Compendium* and study their special nuances.

WHAT HAS GONE BEFORE

To properly run this module, several tales of ancient origin must be read herein. The adventures in *Oak Lords* are key elements which tie together many legends and uncover secrets that span the ages. Several pertinent tales are told in short below.

THE ARTIFACTS OF NEUTRALITY

Long ago, before the Cataclysm, Gilean, the patriarch of the seven neutral gods, decided that several powerful artifacts of pure neutrality should be created, to help balance the forces of law and chaos and good and evil upon Krynn. Each god was to suggest one artifact to be created.

The *Tree of Life* was made first, under the direction of Chislev, the god of nature incarnate, and Zivilyn, the god of wisdom. The tree would house and radiate the life of all that grows throughout Krynn and hold ultimate wisdom that would be revealed at the end of time. Shinare, the goddess of wealth, formed the most pure crystal and Chislev molded the crystal into the likeness of an oak and gave it life. Zivilyn then filled it with pure wisdom and named it as the elves had named him: "*Tree of Life*." The artifact was then placed deep under the master forest of Mithranhana, upon a magical monument of stone constructed by Reorx (#S10), and the *Tree of Life* was infused with the magic of Lunitari. It was then brought to life by the flame of Sirrion.

Also, Gilean and Zivilyn joined knowledge and wisdom to create the *Astini*, or lore keepers of the races. And Reorx forged a legendary hammer. Of the other artifacts, little is known.

When all the artifacts were complete, the gods of neutrality decided to create one last

item which would be a kingpin to the others: the *Graystone*. First, Shinare formed a clear gray gem of vast size and many facets. Then Reorx tempered the stone in the flame of Sircon. Finally, Chislev brought it to life and placed it within Lunitari, the red moon, filling it with the red magic of neutrality.

But unbeknownst to the neutral gods, Hidukel, an evil god, slipped the seed of chaos into the *Graystone*!

Eventually Reorx released the finished *Graystone* upon Krynn by allowing the gnomes to capture and take it home, but it immediately escaped them and fled across the land, changing creatures and spreading chaos as it released magic into the world. Many races of Krynn, among them dwarves and kender (both descended of gnomes), were formed as a result.

The *Graystone* then disappeared from legend, for it was lured and captured by the *Tree of Life*. The tree magically entrapped the stone in a cavern (#S7) below what would someday be called the "Hall of the Sky," creating a green crystal wall (#S9) to watch over it. Over the ages, the *Graystone* filled its prison lair with quartz crystals and infused them with the rose magic of Lunitari. Many years passed during which the *Graystone* occasionally escaped its prison to wreak chaos upon Krynn, yet it was always brought back by the tree.

KITH-KANAN AND THE QUALINESTI

Long ago, the terrible Kinslayer Wars were fought, in which the men of ancient Ergoth and their elven kin feuded with the elves of Silvanesti. During the wars, the dwarves of Thorbardin sided with the human/elf alliance and passed a great hammer, symbolizing their friendship, to the elven general, Kith-Kanan.

Even after the wars, the elves remained Sundered by differing philosophies. While his twin brother, Sithas, remained leader of Silvanesti, Kith-Kanan sought a new home for the new, western elves.

Kith-Kanan was a very special elf with senses beyond those of most others. In his search for the new home of his people, he was drawn across southern Ansalon to the forest of Mithranhana. Later, when the Swordsheat Scroll was signed by elf, man, and dwarf,

Mithranhana was given to Kith-Kanan under the new name of "Qualinesti."

Then Kith-Kanan discovered a well protected mesa, bordered on three sides by deep ravines and on the forth by high cliffs. He had been drawn there in the same manner that he was drawn to the forest. He met a race of water and air elementals which lived in the ravines and he befriended them. There arose the capital of Qualinesti, Qualinost.

Kith-Kanan used his mighty hammer and skills to build many things of wonder, including a sister-tower to the Tower of the Stars. It was named the "Tower of the Sun," created to honor light and beauty.

Not long after its completion, a band of dwarf friends came to Qualinost and showed Kith-Kanan the ancient "secret ways," passages which riddled the rock below Qualinesti. They all went adventuring into the tunnels and the elf came to call them by their dwarf name, "Sla-Mori."

During one of these adventures, the band released an ancient evil. All fled and many were slain. Alone and wounded, Kith-Kanan stumbled upon the *Graystone* in its chamber. Slyly, the stone befriended the elf and eventually persuaded him to build a crystal tower, the "Hall of the Sky," and to create ten powerful guardians for it. During the construction, the *Graystone* aided Kith-Kanan, but also infused the tower with special properties unknown to the elf.

When completed, the *Graystone* used the magic it had stored in its quartz crystals to rip the *Tree of Life* from its monument and trap it in the tower. As this was accomplished, huge rose quartz crystals thrust up from the ground of Qualinost and destroyed most of the city. The stone then sent the guardians into the tower to pummel the tree into shards. Immediately, the tree shifted to another plane of existence, but found the tower and guardians there as well. Desperately, it transferred to the astral plane of true neutrality and sought the help of the immortal astral dragons. Together, they defeated the tower guardians.

The astral dragons beseeched the tree to stay with them, for they would guard it eternally, and the tree agreed, but only if it might be left in silent peace as was its nature. Thus it was sealed away, high in a tower which it could never leave (#H6). The tree then used its powers to erase its existence from the memory of any who knew of it.





Only Kith-Kanan, in despair at his deeds, remembered the tree and spent years searching for it. At last he discovered the tree's monument and entered the Astral plane there, seeking and finding the tree. It was sick, for it no longer had the monument's nourishment, and informed Kith-Kanan of special elements which it required to survive. Kith-Kanan befriended the astral dragons and they all agreed to build portals joining Qualinost to the tower so that Kith-Kanan could help heal the tree. The astral dragons forced him to swear secrecy concerning the tree and portals. Only he and those of his lineage could operate them (the secret would be passed down through the ages, until the untimely death of Solostaran). Upon returning to Krynn, Kith-Kanan used the hammer for the last time, to construct the great arched bridges of Qualinost which connected with the portals. He then searched the world for the purest of elements to save the tree. Finally they were discovered and he formed a basin below the tree, filling it with the sustaining elements.

Meanwhile, the men of Ergoth demanded a wer-gild from the elves, as was set forth in the Swordsheath Scroll, and most of the remaining wealth and magic of the elves was gathered. Furthermore, a young knight of Huma, Tangon, and his copper dragon were sent to escort the treasure caravan as it rolled across Abanasinia to Ergoth.

Tangon, like his dragon, was greedy. He had become a knight only to enjoy the fortunes of war, so the lure of such a treasure drove them to slay the elves of the caravan and take the wer-gild as their own. As they fled the sight of their butchery, a dark shadow crept up before them and they lost their way. Soon the evil they had committed came back to them. Tangon became a death knight and his copper was transformed into a wingless dragon, a ty-lor. In that state, they sought to conceal their treasure in deep caverns beneath Krynn. They lost their way and, in turn, were lost to legend.

The men of Ergoth believed the theft was an elf trick and Kith-Kanan was ultimately forced to give them the great hammer which the dwarves of Thorbardin had given him. This was accepted as wer-gild and the hammer passed into secrecy for many years, until it was used to forge the first Dragonlance, evolving the Knights of Huma into the Knights

of Solamnia. At last the hammer was given into the hands of a brave young dwarf named Kharas. Later, it was hidden in Thorbardin, and then retrieved to reunite the dwarves. During the War of the Lance, it was lost near Qualinost by an envoy from Thorbardin, but was found by a fireshadow and placed back in the ancient chamber where Kith-Kanan used to wield it (**#S4**). The fireshadow hoped that the hammer, dangerous to evil things, would remain there, untouched for ages.

THE CHAOW-GUNOSH, TOURNAMENT OF CHAOS

For many years, the *Graystone* hid away from those who sought to possess it. However, it was always guarded by the *Tree of Life* through the green crystal wall at **#S9**, and could not escape. During the War of the Lance, it was again discovered by a band of ogres. They, too, desired to possess the *Graystone* as their own. This was a mixed blessing to the stone because the ogres could carry it away, but it would then be "owned" and "controlled;" a thing hated by all that is chaotic. Therefore, the stone decided to hold the Chaow-Gunosh, or Tournament of Chaos. By doing so, the stone could determine which race was best suited to protect it and delay being owned. It is during this time that the PCs set into action a series of events which will allow the *Graystone* to escape the *Tree of Life* and flee Qualinesti to some distant island sanctuary.

The rules of the tournament are governed by the *Graystone* and are, therefore, very chaotic in nature. The "current" rules are as follows:

- All participant races must survive the pit to compete;
- Two members of the race must be in their alcove at any time, or the race is lost;
- Anyone falling in the pit will be attacked by the creature there; and
- Rounds are arbitrarily determined by the *Graystone*, along with any other "rules" it likes.

As a note, the *Graystone* loves to make bets and deals. PCs may use this to their advantage if they discover it.

THE ADVENTURE BEGINS

Explain to the PCs that they fight many battles in the first few days of their week-long trek. You are encouraged to include several encounters of your own.

FOREST EVENTS

EVENT #FI—FOES

This event should occur on the fourth day:

Although it is only mid-morning, you are already growing weary. Porthios insists on marching each day from sunrise to sunset; your small band doesn't even stop to eat. Instead, Porthios instructs his guards to pass out provisions of quith-pa. Although this special elven ration is nourishing, it never fills the belly and your hunger persists.

The group is heading east through a dead patch of pinyon trees. Suddenly, Porthios stops in his tracks and his guards freeze, hands on their sword hilts!

Allow all of the PCs to make a chance to hear noise roll (see chapter 15 of the *DMG*). Those who succeed will hear a faint grating ahead, as if two stones are rubbing together. After one round of action, read the following:

Suddenly, the ground ahead erupts in a shower of humus, pine needles, leaves, small twigs, and dirt. As the shower clears, a dozen hulking shapes rush forward while Porthios yells, "Cha-nai!" Simultaneously, you hear the twang of elven long bows.

These monsters are ten **thanoi**, fleeing from a band of eight **ogres** who will appear in four rounds, out of the same secret cavern as did the thanoi. The thanoi will wildly attack the party until the ogres arrive, at which point they will flee at all costs. The ogres will attack both the PCs and the thanoi. During the skirmishes the words, "stone," "Chao-

Gunosh," "minotaur," "hobgoblin," and "test" may be overheard.

The grating sound and shower of debris were caused when the monsters exited the secret chamber, below ground. Finding the entrance to the chamber will require a search for secret doors (it has automatically sealed shut). The thanoi's dropped gear will be found in this area: clubs, spears, bone knives, stone hand axes, a *potion of hill giant strength*, and a *frostreaver* (a thanoi +4 battle axe). This chamber is an entrance to a Sla-Mori, or "secret way." This one is not mapped out, but you may expand upon it.

During the battle, be sure that about eight of Porthios's guards—perhaps six males and two females—are killed. Porthios and the remaining guards should respond in a proper, solemn manner at the battle's conclusion. Porthios should state how odd it is to find thanoi this far north.

The thanoi are carrying 2d4 stl each, and the ogres carry 2d4 x 10 stl each in leather bags; the ogre leader has 60 stl and a 100 stl spinel.

EVENT #F2—FRIENDS

You may run this event early if the party is badly hurt during battle with the thanoi; otherwise, run it after the first round of combat with the ogres.

Suddenly, the ogres (thanoi) stop fighting. They look up and a glassiness comes into their eyes. Then, one of them clutches at a wicked barbed shaft protruding from its chest! As you watch in amazement, they all topple, their bodies pierced by thick arrows. At the same instant, the forest comes alive around you as several horse-like creatures enter the fray.

These are five Abanasinian **centaurs** on patrol, who came at the sound of combat. Their leader is **Ebonocg** and his band contains two females and two males, one of them Asheena Flamebrow. (The player of Asheena should now become an active participant. Prepare





her as to how the following encounter will proceed.)

EVENT #F3 – ALLIES

The largest centaur steps forward. He has an ebony coat with matching tail. His human torso is also dark and his penetrating brown eyes look out from shadowy recesses. The other four centaurs stand behind him in defensive stances. He speaks: “I be Ebonocg, who arrests thou and asks, what is thy purpose in Qualinesti?”

Allow the PCs to react first. Then, Porthios will step forward and reveal that they are representatives of the Qualinesti elves. When this is revealed, Ebonocg will relax his stance. After directing several questions to Porthios, he will become convinced of the party’s virtue.

Ebonocg reveals that the forest was burned by the dragon armies shortly after the elves fled Abanasinia. “Centaurs and other noble creatures were hunted for sport, then,” he observes with disgust.

Then he explains that, when the dragon armies finally left, the centaurs united with other good creatures to drive the remaining evil from the woods and it seemed that they had regained the sanctity of Qualinesti. However, less than a year later, strange beetles infested some of the trees while other tracts of wood simply withered and died for no reason. New saplings would not grow and even healthy old trees dried up or fell during storms. It seemed that the very spirit of the trees departed.

“Soon after, evil monsters slipped back into the forest,” says Ebonocg. “I know not how they passed the defensive ring of forest creatures. Yet, the forest withered, the evil increased, and most of the good races fled or were destroyed.”

Now only the centaurs and a handful of other brave beings remain. Ebonocg is the leader of the remaining herd of centaurs, numbering barely over 150, and recently many of these have vanished.

At this point, Asheena will speak up: “But

hope is not lost! We were just now led to thine aid by a—”

“Asheena!” interrupts Ebonocg, “speak not thy thoughts, for they are blasphemy! I apologize for Asheena’s lack of control. Indeed, we were led here by a sign of hope, yet I know not its portent and can not sacrifice my services to assist thou. However, I will send Asheena with thou, if thou wilt have her and if she agrees.”

The “sign” will not be revealed (not even by Asheena). The centaurs do not know the state of Qualinost. Rumor has it that the city is haunted. For some time the forest has crawled with many strange beings, including beasts with the heads of bulls, goblins of all sorts, ogres, and thanoi.

The centaurs will quickly grow weary of talk and will part after a short, formal farewell to Asheena. At this point, Asheena becomes a PC.

APPROACHING QUALINOST

EVENT #E1—ASHEENA

DMs who are expanding upon this adventure may choose to read the following boxed copy selectively, when such facts would become apparent in their own campaigns.

Three more days of travel have passed. Although the party has experienced several other encounters, none were as threatening as the that with the thanoi and ogres. Asheena has proved to be an invaluable ally and her beauty has blessed the party. Even elven eyes sparkle with glee when they look upon her strawberry-blond coat, flowing ruby hair, and soft pink skin; all of it highlighted by her striking ruby eyes. A leather bag hangs from a strap across her chest and a delicate buckskin halter top barely contains her feminine aspects. She is highly skilled with the long bow, preferring to shoot great sheaf arrows. She also uses the traditional Abanasinian centaur's weapon: a large, but slender, razor sharp scythe.

The following event should occur near dusk of the seventh day. Have the PCs make a chance to hear noise roll. Continue until someone succeeds and then inform them that they hear a growing rumble ahead. Any of the elves will realize that the party is near to Qualinost, surrounded on three sides by steep ravines carved by thundering white-water rapids.

#E2—VIEWING QUALINOST

As the party approaches the western ravine, read the following:

Porthios and his guards have grown increasingly sullen throughout the past week in the woods—every new burned glade seems to inflict unseen wounds upon them and every dead tree adds a new line to their aging faces. Suddenly, the group emerges from the trees at the edge of a deep chasm

which falls into shadow. A rush of water can be heard far below. Across the ravine is a forested plateau and, in the distance, a spire can be seen throwing off a radial burst of golden light.

You look around and see an amazing transformation: the elves seem to be growing in stature and life! Their age lines are fading as the golden light from afar fills their faces with hope. Perhaps Qualinost still stands! In a voice filled with pride Porthios announces, “Behold, the city of Qualinost rises before you!”

If the PCs question any of the elves, the following may be revealed: Qualinost is surrounded on three sides by deep ravines. Only its southern side is not so protected; instead, high cliffs rise to meet the oncoming Kharolis Mountains. The distant needle of golden light is the 600' Tower of the Sun, the sister to the Tower of the Stars in Silvanesti.

#E3—THE FALLEN BRIDGE

Porthios will lead the party south along the ravine with a quickened step. If questioned, he will inform the group that he seeks out one of two bridges which span the ravine and provide entrance to Qualinost. The bridge will be found in about ten minutes.

The ravine narrows ahead and its edges become sheer walls vanishing into the darkness below. Some 500' across the ravine, the remnants of an elegant hanging bridge can be seen. Delicate chains of silver hang from two sturdy aspen trees. Porthios looks at it with a bittersweet countenance. He says, “Well, at least the city should be safe. As my people fled Qualinost, my father, Solostaran, ordered both bridges destroyed. I was not among the last to have defended Qualinost and did not see whether the bridges fell. In fact, we feared that they were never destroyed because none of the rear guard overtook the rest of us. I am relieved beyond the bounds of my heart that





the bridge before us is down! Still, if the eastern bridge is also gone, then entrance into Qualinost will be difficult to achieve."

The PCs are free to suggest any methods they wish, but Porthios will quickly point out their futility. Attempts to fly across the ravine will be met with the Quashalu, "a magical vortex which will repel anything that attempts to pass the ravine." He may demonstrate by hurling a rock which will appear to strike an invisible wall. Unknown even to Porthios is the fact that the Quashalu are an ancient race of **air elementals**. Climbing down the ravine's walls might seem possible, but the fall of some 500' would surely prove fatal. Besides, Porthios knows of a legend which claims that no one can swim the waters below. Again, unknown to Porthios, the waters are guarded by **water elementals**. Both types of elementals have guarded Qualinost since its founding by Kith-Kanan.

EVENT #E4 – THE WHITE STAG

As hopes of entering Qualinost dwindle, so does the light of day. At last the sun casts its golden-red rays across the forest, and the ravine's darkness seems to swell and engulf the forest and you. Porthios sends his guards to gather wood for a small fire. You detect a sense of defeat in his voice.

If asked, Porthios will inform the group that they will circle the ravine early tomorrow and examine the eastern bridge, although he fears that it is in a similar state.

During the night, inform those who are asleep that they are dreaming about being lost in a dense bramble wood. Just as they give up hope of escape, a glowing white light appears and leads them to safety. Those on guard will witness the following:

As you take your turn guarding the small band of heroes, you can't help but notice a single gleaming star through the boughs of the trees. Those who study the star will notice that it is one in a harp-shaped constel-

lation. Looking about the encamped group, you see different expressions: the elven guards seem to sleep peacefully, but Porthios tosses and turns as if haunted by bad dreams. As you look from face to face, the starlight upon them seems to grow in intensity. The woods all about you are softly alight.

The PCs will then catch a glimpse of a huge seven-foot-tall **white stag**. This mythical creature was sent by the good god, Branchala, to lead the band to a nearby Sla-Mori. (Asheena was going to reveal earlier that the stag led the centaurs to the group, but Ebonocg would not allow it.) Porthios knows of the white stag and, if awake, will instruct everyone not to harm it, but to follow it as quickly and quietly as possible. The band will slip through the forest, led by the radiant stag. After 20 minutes' travel, the stag will vanish. In this area is a giant dead oak tree with a hollow on one side. The star appears to be casting a particularly bright ray upon the oak.

EVENT #E5 – ENTERING THE SLA-MORI

Anyone who enters the oak will find that it animates and quickly shuts. No amount of physical force can open it, due to its magical nature, but one may climb in and out of its open trunk. Within is a floor of old pine needles and a thin layer of dark, rich soil. If these are scraped aside, a single rune will be found. Porthios and Gilthanis will recognize the rune as the mark of a Sla-Mori. If the floor is examined closely, soot will be found embedded in its cracks. In order for the door to open, flame must be applied to the wooden floor. It will ignite and transfer the character to the Sla-Mori below, then the tree will open again.

Those outside will see an illusion when the tree opens: it will appear that the one who entered the oak is still there and is in the final stages of burning to death. The form will quickly shrivel into ash and coat the floor (covering the Sla-Mori rune). This illusion should be easy to see through because even metallic objects will appear to burn into ashes. Thrown water or other extinguishers will pass right through the image.

#E6 – THE OAKEN SLA-MORI

The chamber below is one room in a vast Sla-Mori. The entire labyrinth—walls, floors, doors, and ceilings—is made of living wood. Again, this Sla-Mori can be greatly expanded upon by an ambitious DM.

You have entered a wooden room where everything seems to be carved from the heart of some gigantic oak. The floor, walls, and ceiling are all of wood and blend together as if the entire room were one piece! Several passages branch off like the limbs of a tree. They, like the room, are not square, but rounded. In the center is a five-foot-wide wooden basin which seems to have grown right out of the floor. It is filled with a clear liquid and a golden lily floats on its surface.

Examining the lily will reveal that its petals are alive and made of gold. If touched, its blossom will open and a golden light will stream forth. The delicate voice of an elf maiden will speak:

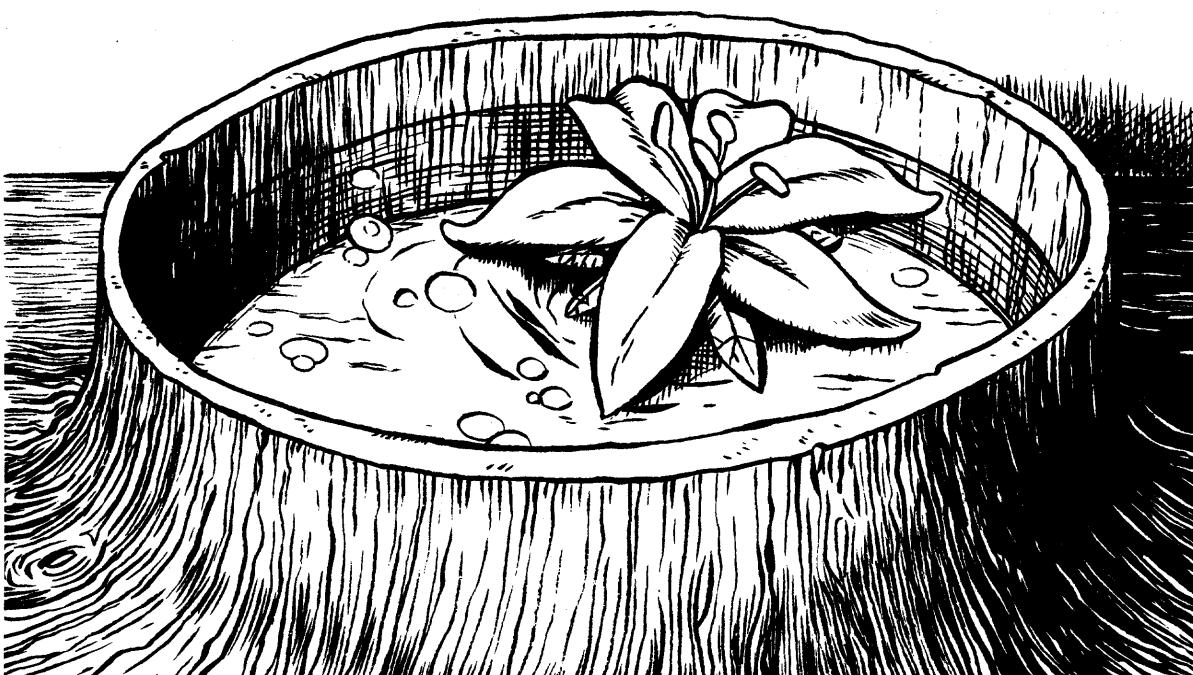
"Well met, well met, the portal is set; the star is silver, the sun is gold; cast a coin where you're going, then take hold!"

This basin is a powerful portal which will open to either the Tower of the Stars in Silvanesti (silver coin) or the Tower of the Sun in Qualinost (gold coin).

If a coin is tossed into the clear pool (which has the consistency of honey), it will cause the liquid to transform into liquid light—silver if a silver coin is used, gold if a gold coin is used. Anyone then touching the golden lily will be swallowed into it, along with all of those who are holding onto them. If any other object or type of coin is tossed into the pool, it will transform into a **gelatinous cube** with the lily at its center and attack.

Obviously, Porthios and the elven guards wish to go to the Tower of the Sun. Go on to **#Q1** if and when the portal is properly set and triggered. If the gelatinous cube is activated and slain, those examining the lily will notice that it is slowly shriveling. The basin will function, again, if filled with holy water and the lily is returned to it. Instruct any priests to make a Wisdom check if they fail to deduce this solution on their own.

Should the party use a silver coin for some reason, they will find a cool reception in Silvanesti at best. They will need to strike a very hard bargain for a return teleportation, with much intercession on the part of Serinda, if they can find a wizard who will do it at all. There will be many questions and even some calls for punishment when this uninvited group appears in the Tower of the Stars.





#E7—THE EASTERN BRIDGE

This encounter is included in case the party fails to locate the wooden Sla-Mori or the basin portal altogether. It may also be adapted to provide the exit from Qualinost when the mission is either completed or abandoned.

You rise early in the morning and make your way around the skirts of Qualinost to the eastern bridge. It takes several hours to negotiate the ravine, too steep to cross at the Confluence, forcing you to seek a ford about half a mile downstream.

Upon reaching the eastern bridge, the elves sink into a deeper depression, for it is broken, too. Porthios stands at the brink of the ravine, staring listlessly across, and utters, "Cannot the Speaker of Suns even enter his own kingdom?"

Suddenly, the morning breeze dies and all is unnaturally quiet around you. You then perceive a whistling wind rising in the ravine below. It seems to come from nowhere and go nowhere. At last, a swirl of dusty debris rises above the rim and hangs before the group. You hear an airy voice: "What is the line of the Speakers of Suns?"

Porthios will relate his lineage to the air. The Quashalu will not speak with anyone else.

"We are the Quashalu," says the wind. "If you are the descendant of Kith-Kanan, then there is deep magic between us, and deep

faith. Leap into the ravine in faith and we shall catch you. We shall bear the Speaker of Suns and his followers across!"

Porthios will immediately step over the edge and fall out of sight. If anyone attempts to stop him, have Porthios point out the desperation of the quest. He will fall about 50' before slowing to a halt on a cushion of air. Allow the party one round to react. Then Porthios will call out from below, "Gilthan, companions, leap over the brink! All is well!" The guards will immediately comply. Allow the PCs 1d6+1 rounds to talk to Porthios if they suspect a trap, then issue a warning of impatience and offense from the Quashalu. If 1d4 more rounds pass, Porthios and his guards will be lifted back up and told to rejoin the faithless followers. Another encounter with the stag will become necessary to lead them back to the Sla-Mori, with an Intelligence roll necessary to find out how it works.

If and when the PCs jump over the rim to join Porthios, he will call out, "Bear us to the inner side of the Confluence, if you will, Quashalu. We make for the Tower of the Sun!" The party will fly swiftly along, snaking through the ravine, until they reach the Confluence. There they will come to a halt and float within jumping distance of the inner rim.

Porthios will thank the Quashalu profusely, promise continued friendship, and lead the party directly to the courtyard of the Tower of the Sun. Go to #Q2 (omit the first sentence of boxed copy).

THE RUINS OF QUALINOST

Qualinost is detailed on a map in this section. Also shown is a tower which depicts both the Tower of the Sun and, later, the Hall of the Sky. The two towers are near duplicates of architecture (although not of form).

#Q1—THE TOWER OF THE SUN

When the portal in the wooden Sla-Mori is used, read the following boxed copy. The party will magically appear at the Tower of the Sun at high noon. Quite a bit of time may have passed, but it will seem only an instant to the group.

As you touch the lily, its inner light fills you with warmth. You are drawn toward it as an infant is drawn toward its mother. The room about you fades and you sense only the golden warmth of light all about you. Finally, you realize that your feet no longer touch wood, but stone!

The party members are now standing upon the rostrum of the Tower of the Sun, at high noon, in brilliant light. The rostrum is a 12'-diameter, three-tier dais. The light all about them is collected far above, reflected through mirrors, and focused on the rostrum. It is so bright that they will not be able to see anything but golden rays until they step off the rostrum or until ten minutes pass.

The tower itself is nearly 100' across and over 600' tall. On the distant ceiling is a mosaic of the day and night skies, separated by a rainbow. Almost all of the tower is empty space; there are few features other than a number of pillars holding up twin balconies occupy it. Beneath the balconies are eight archways leading to small anterooms. Two of them contain spiral staircases which lead to side towers and a third arch contains a golden doorway, leading to the tower's courtyard and the streets of Qualinost.

To the elves' amazement, the Tower of the Sun will appear to have weathered the attack of the dragon armies. Nothing seems to have changed it at all; it is as beautiful as ever. The reason for this is that the rear elven guard

made its last stand here and was aided by the Quashalu and an astral dragon.

#Q2—VIEWING QUALINOST

When the party proceeds to the courtyard, read the following:

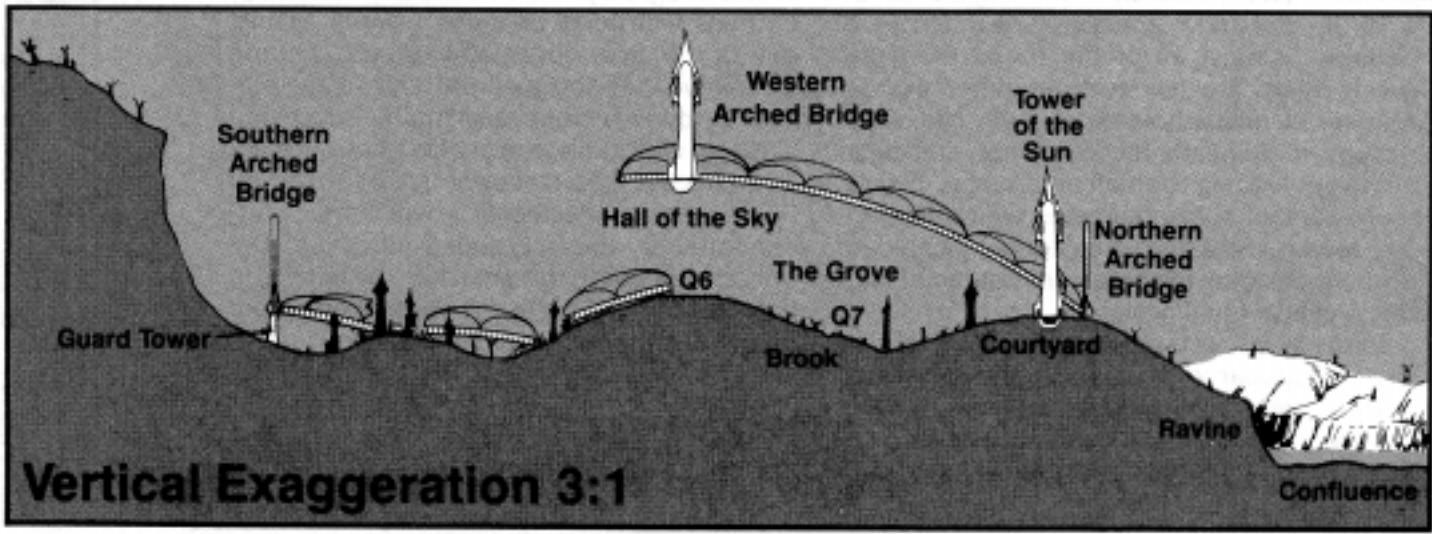
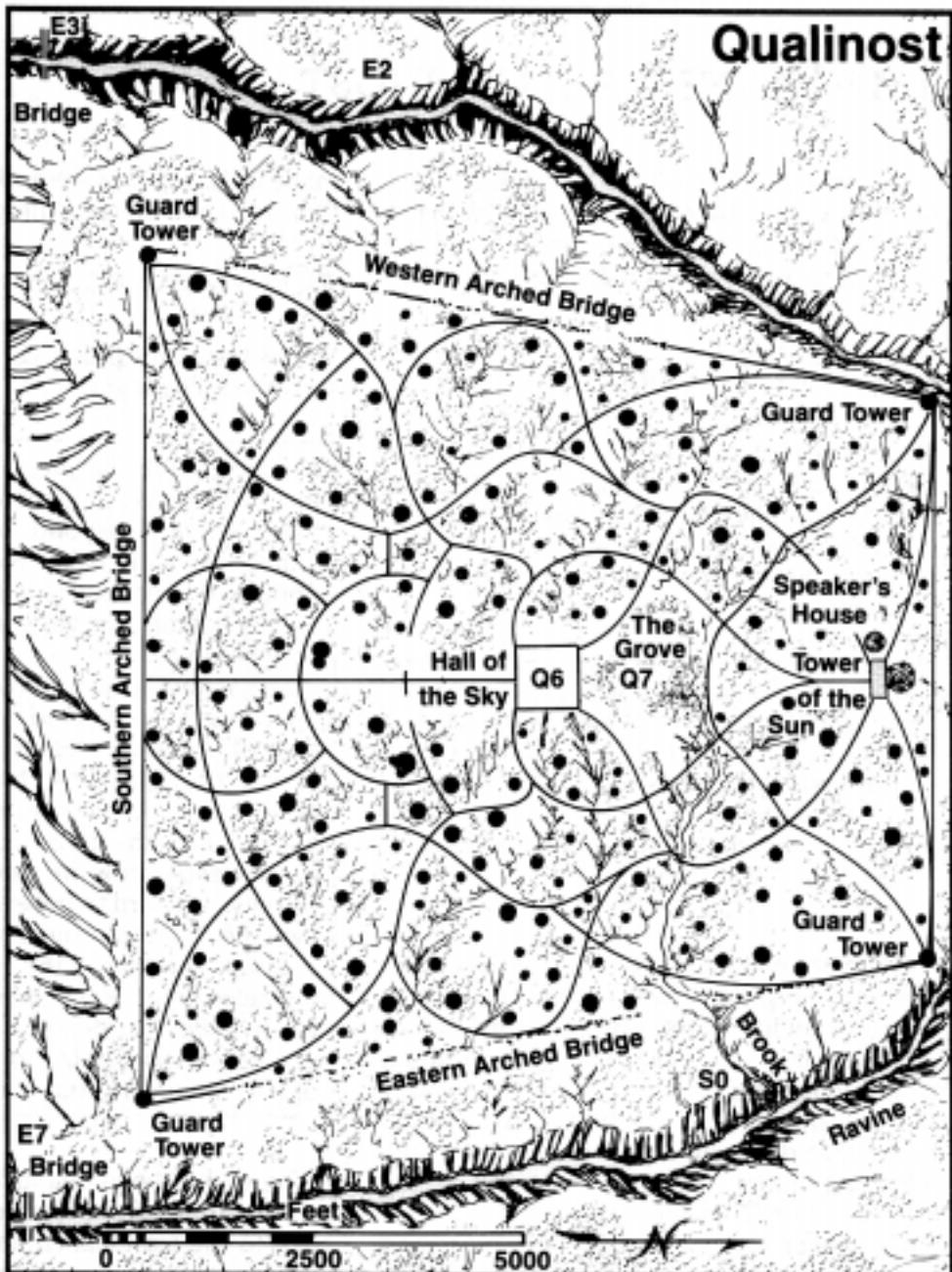
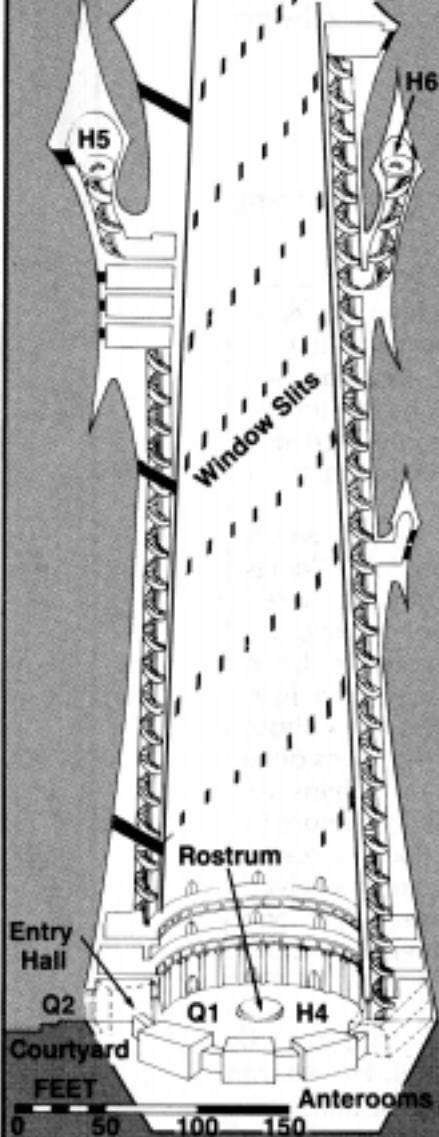
Swinging back the great golden doors of the tower allows sunlight to shower in from the courtyard beyond. At last you see Qualinost, but it makes your hearts lurch—Porthios has claimed that the city once held beauty befitting the gods' admiration, but it now lies in ruin!

Large fragments of rose quartz which once must have formed beautiful buildings and other structures are now scattered about. The Speaker's House, nearby, has been leveled. The streets have been gouged and the trees burned, and half-dead weeds grow in patches throughout the city. It is hard to believe that elves once lived here; it looks more fit for goblins. As you stand in dismay, the age lines return to the faces of the elves. Even Porthios seems to dwindle. Suddenly, one of the elven guards yells something so slurred that none of you can understand. He then dashes off.

The elf has been chaotically influenced by the *Graystone*, far underground. He will run back to the Confluence and cast himself in, unless caught by one of the party members. Porthios will be of no help, leaning against one of the great doors, affected too. During the party's stay in Qualinost and in the Sla-Mori below, everyone must make a successful Wisdom check, once every four hours, or act as if affected by a confusion spell for half an hour. Even unaffected PCs will remain discomforted by the *Graystone*'s influence. The only exceptions to this are when the party is in the Hall of the Sky, in the Monument room below it, or in the Astral plane.



Tower of the Sun & Hall of the Sky



EVENT #Q3—PORTHIOS'S LAST NIGHT

Once the party regroups, read the following:

Porthios stands and announces, "My friends and guards, Qualinost is dead. Our people will not return to such a city, and the handful that we are can not rebuild it." With that he falls silent and you feel it improper to respond. After several minutes, he looks up to a distant hill near the city's center. It rises above the rest of the land and has a flat top. Porthios stands a bit more erect and a slight gleam flashes within his face. Faintly, you hear a single word slip from his lips: "Perhaps." Then louder he says, "We must scout through the city and make for that tall hill. It is known as the Hall of the Sky. Once, there was a great mosaic of Qualinesti and the surrounding lands upon it. There we will camp for our last night in this sad city. I will sleep one last time in Qualinost before returning to my people and setting sail for Silvanesti."

Porthios will not comment about his "perhaps." He has quietly decided to place his hopes in a legend related to him as a child by Solostaran. The tale mentioned a magical device that grows trees, which Kith-Kanan placed in the Hall of the Sky. He thinks that it may be hidden in a chamber below the Hall of the Sky and hopes to find a sign which will lead to the item. If Gilthanias or Goldmoon asks, he will reveal this to them only, but bid them to remain silent.

EVENT #Q4—THE LAST GUARD

As the adventurers explore the ruins of Qualinost, they will eventually have the following encounter. Note that only the Qualinesti elves will comprehend the guards.

A strange chill seems to pierce the air and the gentle breeze dies. Then, without warning, several nearly transparent beings emerge from the quartz rubble ahead of you. You can vaguely make them out as

bipedal, wielding swords. One of them calls out, "Begone from the City of the Sun or you shall perish upon our blades!"

These beings are ten guardian **spectral minions**, crazed by the effects of the *Graystone*. They were once the rear guard, left behind by Solostaran to defend the city. They toppled the bridges, but died in a vain attempt to protect Qualinost. Now they have been doomed to guard the city from all intruders for 100 years and a day. The rumors of Qualinost's haunting are largely due to these guardians. Nevertheless, they have prevented Qualinost from being plundered by the few beings who have managed to enter the city. Their primary defenses will be around the Tower of the Sun, the Hall of the Sky, and what is left of the arched bridges. They set regular watches, never sleep, and could provide for numerous intriguing encounters.

Porthios will not think of this, but one of the PCs may: if Porthios announces that he is the son of Solostaran and the Speaker of Suns, the spectral guards will make an Intelligence check (Int 10). If successful, they will harken to his words. Porthios can even release them from their duty-bound state of existence. However, due to the *Graystone*'s influence, they must make a Morale check (ML 13) for this to succeed. Any other course of events will lead to armed confrontation.

Even if Porthios releases a group, there are still others in the city. Other minions may continue to set traps and ambushes without warning, harassing the PCs throughout the city. You may, perhaps, ambush the adventurers with spectral archers, firing from rooftops. The party may be attacked as they sleep at night, and so forth. Remember, these guardians were once the great rear guard of the Qualinesti elves; as such, they will use remarkably clever tactics against the "invaders."

There are 100 1st-8th-level guardians. Most are armed with long swords and/or long bows. In general, they are divided into archery and skirmish patrols. Their leader is a powerful 8th-level warrior named Famithius. Famithius wields a spectral +5 defender sword. His two lieutenants wield spectral swords of dancing. They are 7th-level warriors.





EVENT #Q5 – OTHER ENCOUNTERS

There are other, lesser encounters which may take place as the adventurers explore the ruins of Qualinost. The spectral minions consider these creatures to be natural beings and have not driven them from the city.

Several **trap door spiders** have made tunnels in convenient places throughout Qualinost. As the party explores the ruins, they are likely to fall into the lairs.

Whisper spiders will use their special abilities to create false images of elven bodies or other items to lure prey.

Finally, several of the ruined buildings are infested with **horax**. The first person to enter will be jumped by a small swarm (1d4+4) of these beings. They often hang on walls and ceilings, waiting for prey to walk beneath them.

Although none of these pests are a direct threat to a party of such high-level adventurers, their tactics and special forms of attack may prove to be deadly. Be sure to plan out your attacks with these monsters carefully. They will attack only one member of the party in each encounter. Nothing else will bother the party, thanks to the natural and unnatural defenses of Qualinost.

#Q6 – THE HALL OF THE SKY

The Hall of the Sky is a large flat area atop a central rise in Qualinost. The map-mosaic is now in disarray. One of Verminaard's dragons lit on the area and shredded its tiles. Later in this module, it will be revealed in-full that a great tower, similar to the Tower of the Sun, exists above the Hall of the Sky. This tower is also called the Hall of the Sky.

Porthios will wish to make camp in the area for the night. He intends to sneak off to a nearby grove. He vaguely remembers tales about a magical place in the Hall of the Sky which can be entered through a "secret way" in the grove. However, he is so afraid the tale is a myth that he won't talk about it. He hopes to discover it first, then return to the party and reveal all that he knows.

As Porthios vainly searches, a band of **hobgoblins** will suddenly emerge from the very entrance he seeks. They will madly assault

him and then run when one of them is wounded. Porthios will plan to return to the party with news of the Sla-Mori when three **trolls** appear behind him (they were chasing the hobgoblins). Porthios will turn and meet the trolls in combat and all will fall back into the Sla-Mori, triggering its closure. Porthios will overcome the trolls, but will be unable to reopen the Sla-Mori. He will thus explore it alone.

Read the following as these events occur.

All of you awaken to distant cries in the north. You make out, among them, the cries of a single male elf. Shortly, you hear a dull thud and then all is quiet.

Porthios's guards should then notice that he is not among them.

#Q7 – CAPTURE

When the PCs arrive near the sight of Porthios's battle, read the following:

As you push your way through the brush, you emerge into a small, open area. The weeds have been trampled and fresh, drying blood is splashed about.

Close examination will reveal several torn strips of Porthios's garments. The tracks on the ground will be those of Porthios and the hobgoblins (the trolls never stepped out of the Sla-Mori). It will appear that Porthios fought a band of hobgoblins, was defeated, and was carried away toward the eastern ravine. The Sla-Mori's entrance may be discovered by a search for secret doors, but it can not be opened from the outside.

It will be easy to track the hobgoblins to the ravine. They are running carelessly and the wounded one is bleeding freely.

THE STONE SLA-MORI

EVENT #S0—THE CHASE

The hobgoblin trail runs along a brook which flows from the grove to the eastern ravine. At the ravine, the trail will become difficult to follow, due to the hard ground and the fact that the wounded hobgoblin has stopped bleeding. After some searching, allow the PCs to discover a hairline ledge which creases the face of the ravine's wall, near the brook's waterfall. There will be a slight widening after a 75' descent. Here a secret door exists which allows entrance to the Sla-Mori.

The six hobgoblins have found the ledge by accident, don't know of the entrance, and have turned to fight. After each round of combat, everyone must make a Dexterity check (hobgoblins—Dex 9). Any failing hobgoblin will fall to its death. A failing PC will fall, too, but will fortunately land on another ledge 20' below (2d6 damage).

If the PCs don't search the area for a secret door, draw attention to it by informing them that a lot of blood exists upon the ravine wall near it (pure coincidence).

#S1—THE SECRET DOOR

Read the following when the PCs discover the secret door.

Pressing the ravine stone in the proper manner has caused a large section of the cliff to slide away, revealing a graceful staircase which leads down into darkness. You hear faintly the sound of grating stone below, but then all falls silent.

The staircase was formed so that the line of Kith-Kanan could enter into the Hall of Guardians below. After descending in a 20' curve, the passage allows the characters to step onto the shoulders of a giant statue—a kneeling elven warrior that would rise to 60' if it stood. It rests in a semi-circular alcove. There is a 25' drop from the shoulders to the statue's raised knee, and another 25' drop to the stone floor. Due to the monument's stance, it is not possible to climb down with-

out the ability to Climb Walls. There is a rope of climbing hidden in the statue's ear (located with a roll to find concealed doors).

#S2—THE HALL OF GUARDIANS

The Hall of Guardians was formed during the reign of Kith-Kanan to house the guardians who protect the contents of the adjoining chambers.

As you enter this chamber, an impressive sight meets your eyes: you stand in a great hall some 200' long, 50' wide, and 80' high. Along its sides are ten great semi-circular alcoves, one through which you have just entered. In each is a giant elven warrior statue, kneeling and with its head slightly inclined toward the west end of the hall.

The eastern end of this hall is sealed by a set of great double-doors, covered in a relief carving. Read the following if they are examined.

This huge set of stone double-doors is covered with a relief carving. It depicts ten giant elven warriors standing in a defensive circle around a tower which looks like the Tower of the Sun. However, the tower is resting upon a flat mosaic of Qualinesti and the surrounding lands. Upon the side of the tower is an image of a tree. Below this image is a string of symbols.

The symbols are of ancient make. They can be deciphered by a roll to read languages or by a *read magic* spell. They are an equation which states that "life equals white water, endless fire, silver earth, and golden air."

Nothing else of particular interest will occur until the PCs reach the western end of the hall.



#S3 – THE MONUMENT OF KITH-KANAN

At the west end of the hall, a very unusual monument is set into another large alcove. However, unlike the others, this alcove contains four statues of roughly standard proportions. The scene depicts a powerful elf astride a seven foot-tall stag. On each side stands a proud dwarf. The three personages carry war hammers, even the elf. Behind the elf and between the dwarves is a gong which appears to be made of water!

To each side of this display is a 20'-wide side chamber. The one to the left contains a stone basin inlaid with thick seams of gold which form a symbol. The right chamber holds a great stone block, capped with a foot-thick stone slate easily ten' wide and 20' long. The block is set into the floor.

If any PC comes within 25' of the statues, they will animate. The elf statue, representing Kith-Kanan, will speak an ancient dialect of Qualinesti elven: "Who art thou and why

dost thou enter this sacred chamber?" It will detect all deceptions, announcing, "Defilers of the Hall shall die!", if lied to. With that, two of the 60' tall elven warriors will animate and attack. Luckily for the party, their ancient magic has worn very thin over the centuries and will they now fight as only **stone golems**.

If the PCs announce that they are seeking to rebuild Qualinost or that the Speaker of Suns is in danger, the statue will yell, "Quencha-jenoche, arise!", and then strike the water gong, which will ripple but produce no sound. Four guardians will then animate, walk to the great doors at the hall's east end, open them with an earth-shattering "crash," and step over the edge of the ravine and into the waterfall. The water elementals below will fulfill an ancient vow to assist the guardians, encasing and lifting them to the edge of the city above. The great statues will then march to the Hall of the Sky and set guard around it. A strong wind will blow within their circle, but the hall itself will not appear. The guardians will attack anything that attempts enter the circle.

The basin in the chamber to the left has 12,000 gp worth of gold laid into it. The



symbol on the basin, if deciphered like those on the east doors, is one for "Water." The basin is filled with a milky white liquid. Anyone drinking of it will fall asleep and have a vision in which they see a crystal tree floating in a crystal tower. They will awaken in 1d8 hours, healed of 1d8 hit points of damage. All three walls of this chamber contain arched carvings which resemble the arched bridges surrounding Qualinost. At the apex of each arch is a crystal mosaic of a tower which looks like the Tower of the Sun. The crystal mosaics are of emerald shards, worth 2000 stl per tower.

If anything is harmed, the guardians will all animate and attack until the harm ceases. Once the PCs leave, the dwarf statues will repair any damage.

There is an exit in the right chamber, through the great stone block. If the capstone is slid off (requiring a combined Strength of 30), a stairway will be found. The capstone contains a carving which depicts a hammer that Jasper will recognize as the *hammer of Kharas*.

#S4—THE HALL OF FORGING

If and when the PCs remove the slate, read the following:

Down a flight of steps, a long hall stretches out before you. Along both walls are five metal double-doorways. In the center of the hall, the image of a flaming eye is engraved into the stone floor. The entire ceiling, some 30' above, has been carved in relief. It depicts two towers being built jointly by dwarves and elves. Both look like the Tower of the Sun. One tower appears to contain a radiant ball—perhaps the sun—and the other contains a radiant tree. The carving also depicts a dwarf and an elf sculpting several large elf statues. Finally, the ceiling shows a strange dragon and an elf making a long gauntlet. The far end of the hall is formed into an antechamber containing a flat gray rock with a few chips in its surface. A chain of gold extends from a ring in the rock's top and vanishes overhead. A large brazier burns behind the rock. There is a symbol, similar to the ones you saw in the hall behind, engraved into the brazier.



The metal doors leading to this hall's alcoves are sealed shut and can be opened only by causing more than 200 points of damage. They are all forged of the best iron, worth 10,000 stl each.

The coal of the brazier is magical and will burn forever. Furthermore, it will cause no damage to anyone holding it and will even protect them from any form of fire damage. The engraving on the brazier, if deciphered, is a symbol for "Fire."

The PCs can't see all of the antechamber's contents at first. Besides the large rock, gold chain, and brazier, a winch lies to the right. The gold chain loops around a sprocket in the ceiling and then wraps around this winch. If the winch is cranked (requiring a roll to bend bars), the upper half of the boulder will lift and reveal a mold carved into its center. The mold is of an arm and the rock's pores are filled with a strange, silvery metal.

Opposite the winch is a shelf. On the shelf, a glass case covers the *hammer of Kharas!* It is detailed under "Fireshadow" in the DRAGONLANCE® Monstrous Compendium.

If the hammer is taken or if flame is touched





to the hall's central eye, the hall will rock and shake and a seam will appear along the hall's floor. It will stretch from the brazier, through the eye, to the stairway exit. This seam will widen as the floor opens along the full length of the hall (one foot per round). At a similar rate, the doors along the hall will slide open. If removing the hammer set off this event, a **fireshadow** will appear near the room's entrance and attack the one holding the *hammer*.

Below the hall is a flaming pit about 30' deep. It contains ten **fire minions** who will attack anyone not holding a piece of coal from the brazier. Falling into the pit will cause 3d6 points of damage plus an additional 3d6 points every round, due to the heat. Neither fire minion nor fireshadow will attack any who enter the alcoves.

Kith-Kanan used this room and the fire minions as a living forge. It is here that he made many objects of wonder.

#S5—THE ASTRAL ALCOVES

When the metal doors slide open, they reveal plain stone alcoves. The only remarkable elements are small niches in the back walls which each contain a silver crystal shard.

If the shards are touched or taken, it will trigger the alcoves' mechanisms. However, instead of opening an astral portal as they should, the *Graystone* will sense the magic and take control of the room. The metal doors will slam shut, causing 6d6 points of damage to anyone caught in their grasp. A roll to bend bars is required to free one's self from the doors. The floors of the room will then roll back, as if made of putty, and those within will fall 30' (3d6 damage) into a pit with a silver-mirrored floor. (If trapped, individuals state that they are grabbing for the niche in the wall, allow them to make a Dexterity check at -5 to catch hold and prevent the fall.) The floor (now the ceiling) will then seal over the victim(s) and the metal doors will once again slide open. Tell any trapped victim(s) that they feel very uneasy about their reflected image. Unless a victim immediately marks up the floor or covers it so that its reflective proper-

ties are gone, a **fetch** will attack through it. The alcove floors require 50 points of damage to break through them.

Ten rounds after the fetch is defeated or prevented from attacking, a giant minotaur will spring out of the floor (even if covered), grab the PCs, and pull them through the mirror. They will awaken instantly at #S6.

The shards (if taken) will reveal etchings when held to firelight, depicting an elf and a dragon clasping hands. Behind them rises an arched bridge, sparkling at the apex. These are, in fact, astral keys which will open a portal to the Astral plane at the apex of the arched bridges of Qualinost. If the PCs manage to steal a shard and evade the trap, they may use this alternate method of accessing the Astral plane. However, the floor of the bridge will open beneath them, leading to the same course of events as above. See #H2.

If any of the PCs escape back to #S3, rather than pass through the astral alcoves, and if they decide that the alcoves are the only path forward, have them make an Intelligence check. A successful roll indicates the PCs have ascertained that a brazier coal will fit perfectly into the pupil of the eye on the floor.

#S6—THE MINOTAURS' ALCOVE

You wake up, face down upon a smooth silver-mirrored floor. Your reflection in the floor seems to move away and the silver vanishes, leaving you upon stone. You feel as though a very long time has passed since you were last awake. Your curiosity is quickly dismissed, though, because your ears are suddenly filled with a thunderous chanting: "Chaow-gunosh, Yurhai!" Every fiber of your body sizzles from the odd magical chant. Looking around, you find yourself in a small room. A minotaur stands on each side of you in dimly lit alcoves. Before you are two great stone chairs, and the backs of two minotaur heads protruding over the chairs' backs. They sit in a crude, underworld stone balcony, overlooking a vast cavern beyond whose walls are basked in a strange red light. The chanting comes from the cavern.

The minotaurs at the sides are statues. In the

chairs are two high ranking members of the minotaur race. They are **Menthon**, a 10th-level fighter, and **Menas**, a 9th-level wizard, here to represent their race in the Chaow-Gunosh.

The minotaurs will not immediately notice the PCs, due to their attention to the Chaow-Gunosh. It is possible that only one PC will be here at first; the others may still be back in #S4 or #S5 or may even be making for the arched bridge with a crystal shard.

If any PC attacks Menthon or Menas, they will both retaliate. If the PCs are otherwise discovered, use table 59: encounter reactions, in the *DMG* with a +5 penalty. If the reaction is neutral or friendly, Menthon will challenge one of the PCs to a life-or-death duel for free passage. After this confrontation is resolved, go to #S7.

#S7—THE CHAMBER OF THE *Graystone*

Now that you have handled the minotaurs, you step to the stone balcony. A vast, bizarre cavern opens before you. Passages lead out of it in all directions and from all heights. Crude stairways criss-cross the walls like cobwebs. At the level of your balcony, near the top, there are seven similar openings in the walls. Below, you see that the cavern floor is alive with all forms of beings: **minotaurs**, **thanoi**, **hobgoblins**, **kobolds**, **trolls**, **ogres**, and **bugbears**.



A gigantic mound of rose quartz columns fills the center of the room. At its top rests a great gray stone, glowing with an inner red light—the source of the cavern's red glow. Near the mound is a large, 30'-deep circular pit, filled with many dead. There is also a dark opening at the back of the pit.

Your attention is drawn to a band of 12 centaurs huddled together on the far side of the crystal mound. Several more lie dead and a large group of trolls, ogres, and bugbears is slowly closing on the remainder!

The PCs are looking down upon the Chaow-Gunosh (detailed at the end of this module).

It is likely that the PCs will eliminate the minotaur race from this event by killing Menthon and Menas, the current front-runners, which actually is what the *Graystone* wants because it will prolong the Chaow-Gunosh. The current round of the tournament has pitted 20 centaurs against creatures of chaotic alignment. The PCs are witnessing the middle of the chaotic advance in this round. If the PCs rush down the steps to help the centaurs, they will be cut off by a group of three thanoi, five hobgoblins, and eight kobolds who believe the PCs are here to defeat the lawful side (after all, the party has just slain the minotaurs). To simplify game play, have one centaur slain every round. Thus, the PCs have 12 rounds to save any of them. On the floor, the PCs will have to combat trolls, ogres, and bugbears—four of each—to save the centaurs. The rest of the force will be fought off by the remaining centaurs. If this happens, or if the PCs do anything else to upset the Chaow-Gunosh, the *Graystone* will become outraged.

#S8—THE PIT OF DEATH

The *Graystone* will teleport the party and remaining centaurs into the pit. From the dark opening will come an **undead beast**—a stahnk. All monsters in the room will howl wildly and chant, hoping to see the PCs slain.

It is at this moment that Porthios finds the Chamber of Life at #S10. The *Graystone* senses his presence and identifies him, realizes who the party is, and conceives a way of us-

ing the PCs to escape the ever-watchful *Tree of Life*. Porthios attempts to enter the Astral plane and the stone traps his body in the Prime Material plane while his spirit is transported, effectively killing him. The stone then has the body tossed into the crystal vines at #S9.

Gilthanas is now the Speaker of Suns.

Carrying out its plan, the *Graystone* will make sure that Gilthanas is not slain in the pit (which may save all the PCs). The stone now wishes to end the Chaow-Gunosh immediately, without a winner. When the PCs survive the undead beast, it will announce, "The newcomers have passed the test. They mark the final round of the Chaow-Gunosh: a contest in which the leaders of each race must defeat this pitiful band. Who will go first?" If the PCs are hurt, the *Graystone* will heal them. In all cases, the stone will secretly insure that Gilthanas lives. The PCs will have to fight two leaders of each race present (except the centaurs). Each battle will occur one at a time. Randomly role the race, alternating lawful and chaotic sides (Lawful races—hobgoblins, kobolds, thanoi, and minotaurs, if not already defeated; chaotic races—trolls, ogres, and bugbears). The leaders will have maximum hit points for their race. As soon as a race's leaders are eliminated, that race will vanish.

When the PCs have defeated every race, the *Graystone* will say, "Congratulations, you have won the Chaow-Gunosh. In reward, I will send you to your leader." A blinding flash of red light will engulf the PCs and they will find themselves at #S9.

If the PCs flee from the Chaow-Gunosh, they may adventure in the surrounding Sla-Mori (if you wish to develop it), which will eventually lead them to #S9, thanks to the *Graystone*, over 4000' away.

#S9—PORTHIOS'S GRAVE

The party arrives at a chamber which glimmers with green light. A glowing green crystal wall lies to the east, covered in root-like vines. A small section of them has crystallized into the same green stone as the wall. Opposite this wall is a set of double-doors with a depiction of a monument and a crystal tree. Elven runes are carved across the archway.



On each side of the PCs is a **kapak draconian**, hiding in the shadows, who will attempt a surprise attack.

If the crystal vines are examined, it will be detected that they cover a body. Close examination will reveal that it is Porthios's. As the party identifies the body, 12 disirs will approach this room from the south. Eight of them will enter while four more circle through a secret passage and attempt a rear attack on the second round of combat. Also, the vines will animate and attempt to trap anything in its half of the room except the disirs. The vines fight as a special underground **choke creeper** which is 80' long and has 32 branches. Rather than strangle its victims, this special creeper will crystallize over them until a **disir** comes and takes them for food (the creeper itself does not eat). Once the vine is crystallized, a victim is helpless. Others may free it only by killing the choke creeper. If the choke creeper is slain, the PCs will discover that Porthios's arm is embedded into the green crystal. Tell Gilthanas that the crystal looks strangely comforting. No PC can harm the crystal except Gilthanas (a descendant of

Kith-Kanan). If Gilthanas chips at the crystal, he will free Porthios's arm, but the entire crystal wall will shatter. This will free the *Graystone* from the ever-watching *Tree of Life*. The *Graystone* will appear and announce, "Thank you for releasing me! Now I abandon you to your deaths while I seek out some nice, secluded island." With that, the stone vanishes.

The elven runes above the double-doors are of an ancient script written by Kith-Kanan, himself. Only a *read magic* spell, a thief with the ability to read languages, or the like will decipher them. They state, "The Chamber of Life now holds death, but do not despair; drink the nectar of life and enter the air."

Kith-Kanan insured that no one could enter the Hall of the Sky by way of the monument in #S10 unless they were of his lineage or first drank of the nectar at #S3. The doors open only to Gilthanas or someone who has drunk the nectar.

#S10—THE CHAMBER OF THE MONUMENT

A natural cavern of great dimension lies before you. In its center is a stone platform nearly three feet high. Upon it are two monument stones which look like flat-topped pyramids, rising to nearly 15'. Symbols and pictures are laid into both the platform and the monuments. The stone is dull gray, but the symbols and drawings are emerald and seem to be naturally occurring veins within the rock. To the monument's left is a large section of wall which seems to have collapsed, revealing an adjoining cavern. The hole is easily 30' wide.

Originally, the *Tree of Life* rested upon this monument, but it was placed in the Hall of the Sky upon Kith-Kanan's deal with the *Graystone* (discussed in the section *What Has Gone Before*). However, the monument's power remains. Anyone who steps between the two monument pillars will be struck from either side by numerous bolts of energy, attempting to send them into the Astral plane. Unless the magical milky dew of the tree has been drunk (a large amount of it was collected by Kith-Kanan and placed at #S3), the energy will simply cause 1d10 damage per

round. Furthermore, a Constitution check must be made in order to move out of the maelstrom. Gilthanas does not need to drink the nectar.

Two images on the inner faces of the pyramids are of the *Tree of Life*. The other symbols and runes are of ancient make, but will have meaning to any priest who makes a successful Wisdom check (or religion proficiency check, if that system is used). They stand for the neutral gods: Gilean, Sirrion, Reorx, Chislev, Zivilyn, Shinare, and Lunitari. The runes upon the platform, itself, state the following in an intricate pattern: "Life, Forest, One, Eternity, Beauty, Magic."

If the caved-in wall is examined, it will be evident that the collapse is recent; there may even be a little unsettled dust in the air. The cave-in occurred while the PCs were at #S8.

While investigating that area, the PCs will discover a huge treasure hoard scattered near the back side of the monument. There are dozens of swords, bows, arrows, shields, and armor (mostly chain); thousands of steel, silver, and copper coins; hundreds of gems and many delicately carved figurines. The treasure is scattered across the floor and stuffed in chests and overflowing coffers. It includes: two +2 long swords; a +3 two-handed sword; a +1 short sword; ten shields, three of which are +1 shields; nine bows, two of which are +1 bows; ten-score arrows, including 20 +1 arrows and ten +2 arrows and an arrow of slaying dragons. There are twelve suits of armor, six of them elven chain mail. The treasure totals 34,538 gp, 9,876 sp, 13,343 cp; the gems total 21,345 stl; and the figurines and carvings total 18,786 stl.

More items will be noticed through the caved-in wall. When anyone approaches that treasure, go to event #S11.

#SII—A STAIRWAY TO THE UNDERWORLD

You begin to sense a powerful and dark presence in the chamber beyond the cave-in. Looking in, you see a stone pit nearly 60' wide, dropping from the floor. Along its sides is a spiral ramp, high enough to allow a 30' creature to pass and wide enough for ten men to walk abreast. All about the





room are fallen rocks and boulders. There are also some old skeletons with mining implements lying near them.

Just below the edge of the pit near the party is Tangon, a **death knight**, mounted upon Tlor, his **tylor**. Their mere presence is radiating dark power. Tangon will move to attack the party as soon as they near his treasure. He will first send his **skeletons** (he had them feigning "lifelessness" on the floor) and then attack, himself, with Tlor.

Tangon has been trapped deep in the bowels of the earth directly beneath Qualinost for hundreds of years. Now, he has constructed a great spiral staircase upwards, finally reaching this level. Only in the past few hours has he broken through the floor of the cavern at #S11. He then moved his treasure into that room.

He was contemplating his next move when Porthios entered the adjacent chamber. The *Graystone* sensed the elf's presence and then that of the death knight. Seizing the opportunity, the *Graystone* implanted in Tangon the notion of breaking through the northwest wall where he found Porthios, pondering at the monument.

Realizing that he was no match for the menace before him, Porthios dove between the pillars of the monument. The *Graystone* then abruptly closed the astral portal, ripping Porthios's spirit from his body, effectively killing the elf. Tangon, meanwhile, sensed that Porthios was an elf aligned with those he once wronged and, for the first time in ages, felt

fear (part of the stone's influence). Cowering in the stairway, he sent two kapak servants to carry the body through the doors into #S9. There the stone closed the doors, trapped the draconians, and made the choke creeper entangle Porthios's body, trapping it in the wall.

Tangon has gone back below and returned with a few last items—a *cloak of elven kind*, *boots of elven kind*, and a *wand of illumination*—when the party enters. Tangon will not use any of the magical items among his treasure trove because they always backfire on him. However, he will guard his treasure with a vengeance, fighting to near-destruction and vanishing down the dark staircase only as a last resort. If he flees, Tlor will attempt to scoop as much treasure as possible into #S11 with his tail. In any event, Tlor's tail will cause a cave-in at the battle's conclusion which will seal the wall between #S10 and #S11 (a final death-twitch if slain or a defensive tactic if retreating).

If the PCs should somehow get past Tangon and his force, they will meet 50 **hobgoblin skeletons** and 12 **troll skeletons** (troll skeletons regenerate as do trolls—fire or acid is required to destroy them), all led by two skeleton warriors. Beyond these is a vast staircase, dropping over 800' into the underworld.

As DM, you should definitely not allow the PCs to claim all the magic items and treasure from the horde. Gilthanis will recognize it as belonging to the Qualinesti elves, due to the minting on the coins and the types of items found. At most, a 10% finders fee may be allowed. See the epilogue.

THE HALL OF THE SKY

Originally, the Hall of the Sky was a tower constructed atop the central hill of Qualinost. After the treachery of the *Graystone*, that name came to mean the open, flat square which was left where the hall once stood. However, in this segment of the adventure the PCs will enter the actual Hall of the Sky.

The Hall of the Sky's base is at the same level as the peak of the arched bridges of Qualinost. In fact, these peaks connect with the tower through secret magical astral portals (accessible to the Speaker of Suns or those with a crystal key from #S5). Unfortunately, Solostaran died before relating their presence to Porthios and Gilthanas.

The Hall of the Sky lies in the Astral plane, so birds may fly through it without making any contact with its contents (from within, most of the tower appears to be made of clear crystal). Anyone on this plane can move through the air simply by willing it.

EVENT #H1—THE MONUMENT PORTAL

This event will occur to Gilthanas, or any PC who has drunk the fluid at #S3, upon stepping on to the monument.

You feel an immense power surge through your veins. A blinding white light encompasses your body and you sense that you are dying or, at least, passing from the world as you know it. When you finally regain your bearings, it occurs to you that you are lying outside, on the flat Hall of the Sky. But now the map-mosaic tiles are back in place as if they were never disturbed and over you hangs a fantastical tower in the air! It resembles the Tower of the Sun with its courtyard, except that it appears to be made of diamond. Huge crystal hallways extend from its base to where the arched bridges of Qualinost would be.

Then your heart leaps—Qualinost is gone! Beyond the mosaic's border is a land of cloud and crystal. Crystalline trees grow in abundance, rose quartz pillars jut out of

the ground, and everything gleams with an unreal, hazy light.

The PCs are now in the Astral plane, which is why the true Hall of the Sky is visible. From here it may be accessed by willing one's self up through the air to the courtyard and entrance hall.

If the PCs released the elven guardians from #S2, they will now be seen surrounding the mosaic with their backs to the PCs (they exist simultaneously on both Astral and Prime Material planes). They will react only if attacked by the PCs, fighting as stone golems, except each will now have 200 hit points and cause double-damage.

If the PCs step out of the circle of guardians (or off the mosaic if the guardians are not present), the crystal Hall will vanish and they will return to the Prime Material plane.

EVENT #H2—THE ARCHED BRIDGES OF QUALINOST

This is an alternate to the monument portal route (#S10) into the Astral plane. Although three of the bridges are damaged beyond use, the eastern bridge can still be climbed from the north side. Only Gilthanas will be able to open the secret portal which exists at the bridge's apex. However, other PCs can open the portal if they have one of the gems keys from the niches of #S5. A brief search at the apex of the bridge will reveal a niche similar to those at #S5. Placing the gem into the opening will trigger the portal. Thus, even if the PCs manage to escape #S4 without being trapped by the *Graystone*, they may still get into the Hall of the Sky. If the PCs haven't yet encountered the *Graystone*, they will encounter it as soon as they attempt to use a gem key. The polished floor of the archway will act as the alcoves did in #S5, sending them directly to #S6. Otherwise, an astral hallway will open before them.



EVENT #H3 – CONFRONTATION

As you progress toward the great Hall in the Sky, you hear distant voices. Then six creatures which look like cats or squirrels—you can't tell which—approach you upon bat-like wings.

These are **kodragons**. They will approach in a manner that will appear menacing and will dart about the PCs' heads. Give the PCs one round to react. If they strike out at the kodragons, the kodragons will assume that they are invaders and attack, fleeing if half their number is defeated; otherwise, the kodragons will flutter about and chatter in a high pitched, hissing manner.

Kodragons can understand the language of the PCs. If the PCs remain calm, one of the kodragons will suddenly fly up and chatter, "Who are you, and why are you here?" If the PCs mention anything concerning the *Tree of Life*, Kith-Kanan, or saving Qualinesti, the kodragons will take them into their confidence. The kodragons will ask them endless questions and generally act very much like kender (kodragons are the kender of dragons). They will ask for the PCs' names and for as much other information as possible. Otherwise, the PCs will be told to leave or suffer an attack. Remember that these neutral beings are neither good nor evil—confrontation with them is rather likely at first.

Befriended kodragons will soon lead the PCs to #H4 and then to #H5.

#H4 – THE ENTRANCE HALL

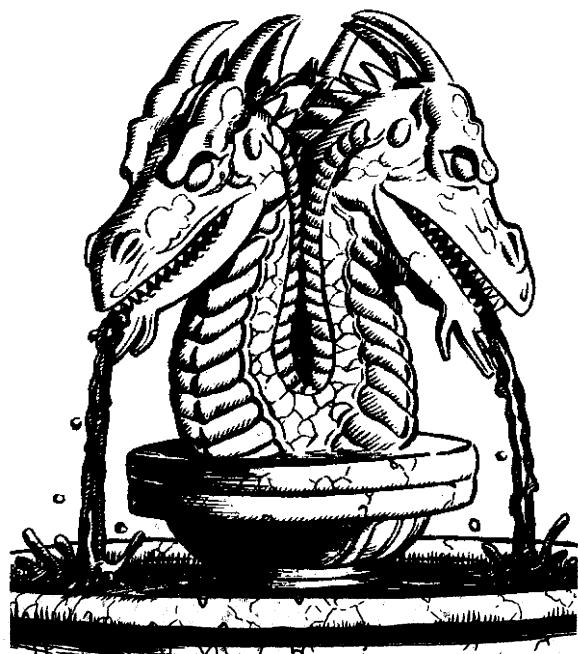
Finally, you stand upon a grand courtyard floating in the sky. A statue of a sleeping dragon lies curled up in the center of the courtyard.

This is actually a sleeping **unmated astral dragon**. If awakened, it will react very much as did the kodragons, except much more dignified. If befriended, it will order the kodragons to take the PCs into the Tower (and on to #H5). If combat erupts, the PCs will be wise to flee (astral dragons are immortal). Left alone,

the astral dragon will go back to sleep. Highly intelligent, it will engage the PCs in conversation before attacking every time (it has little to fear). When the tower is finally entered, read the following:

You stand in a grand crystal tower which is nearly mirrors the Tower of the Sun. However, there are differences: clustered, elegant sapphire crystals hang down in graceful chandeliers that radiate soft light, in place of the other tower's ceiling mosaic, and the rostrum is replaced by a fountain of three golden dragon heads. The heads are spewing a heavy silver liquid into an engraved fountain base. There are eight exit arches, but four are sealed tight with crystal.

The fountain liquid is mercury (food of both astral dragons and kodragons). If a PC drinks of it, they must save versus poison (a secret DM roll) or feel ill, become incapacitated in 1d4 days, and soon die of mercury poisoning. Those who save will still grow very ill in 1d4 days, but will only suffer -2 on attacks, dam-



age, AC, and all successive saves for the next 1d6 days. Touching the mercury will not cause any damage. If drunk, it will taste smooth and cool. The base engraving is a symbol of the same type as those on the basin at #S3 and the brazier at #S4. If deciphered, it will prove to be a symbol for "Earth."

The four open archways lead to the entrance hall, the stairway to #H5, and two other stairways to side towers (not shown in the cross-section map).

The crystal-sealed archways have crystal facet pictures upon them, very difficult to make out (treat as finding secret doors). Two of the pictures depict two astral dragons—each wearing a matching gold chain. An image of the *Tree of Life* appears upon the northern obstruction. Upon the fourth obstruction is an elf and a dragon clasping hands. Behind them is a large gray stone which doesn't seem to belong. There are runes underneath each image that require a read magic spell or read languages ability to decipher. Below the images of the two dragons are names: "Deion and Procene." Below the tree is "The Tree of Life." Below the last image are the names, "Kith-Kanan and Eownen."

If the PCs attempt to harm any part of the room, the astral dragon from the courtyard will re-awaken and protect it.

#H5 – THE HALL OF KNOWLEDGE

From the stairwell, you emerge into some sort of library. Numerous clay tablets lie about the room and shelves of them line the walls. There are also odd miniature desks and tables made for the use of the small flying creatures—four of them are working on several tablets, now. A delicate, elegant forge stands by the door.

This is a kodragon library, dedicated to elf history. The four kodragons are the top librarians of the elven race and are currently reorganizing the library. They will assume that the PCs are guests because some of the party are elves.

One will look up and ask, "May I help you find something?" If the PCs react with hostility, three of the librarians will attack while the

fourth leaves to summon a pair of **mated astral dragons** (who will lift the crystal roof off of the tower to attack). If the PCs are friendly, the kodragons will allow them to look around and will be very helpful. Many secrets and strange tales exist upon the tablets, but many more are nonsensical curiosities.

The forge is made of crystal and contains several crystal ladles filled with liquid gold, platinum, silver, and lead. This is the library's complementary "snack bar." If taken, the gold totals 100 gp, the platinum totals 80 pp, the silver totals 40 sp, and there is enough lead to bring three stl. The tablets, themselves, are worth $1d100 \times 1d100$ stl, each, and there are over 12,000 of them! Getting them out of the Hall of the Sky would be nearly impossible, though, because of the astral dragons.

If asked, the librarians will aid the PCs to discover the following:

- **Tree of Life:** An artifact created by the god, Chislev, and placed under the ancient forest of Mithranhana. The tree empowers all forests, but is especially tied to Mithranhana. It was given into the care of the line of Deion and Procene by Kith-Kanan and moved to the Chamber of Life, visited only by Qualinesti elves three times. The Chamber of Life lies behind a crystal image of the tree, and can be entered only by "one who drinks of white life and silver death."

- **Kith-Kanan:** Son of Sithel, younger twin of Sithas. He led a large faction of the Silvanesti elves, following the Kinslayer Wars, to found Qualinesti in the Mithranhana forest. He also played a vital role in the success of the Swordsheath Scroll. Dwarf-friend, he became a master smith and stone cutter. The dwarves of Thorbardin gave him the hammer of Kharas, which he used to construct the Tower of the Sun and the Hall of the Sky with its guardians.

- **Eownen:** See Deion and Procene.
- **Deion and Procene:** The first dragons upon Krynn, they were commanded by the Gods to bear all the races of dragons. Their offspring, beginning with Eownen, created the immortal astral dragons, highest of all draconian races.





- **The Astini:** There were originally five Astini, or time tellers. All have access to the visionary powers of the Astral plane. The dragon, Astinus, was created at the same time as Deion and Procene. His fate is unknown. Most of his work concerning elf history was moved into the Hall of the Sky shortly after it appeared, during the reign of Kith-Kanan.

- **Kodragons:** It is speculated that either kodragons are descended of Astinus or that they are a side effect of his work, but they have taken over his duties in either case. They are now the time tellers of the dragon races.

- **Tangon and Tlor:** A Knight of Huma and his copper dragon, assigned to guard the original wer-gild which Kith-Kanan sent from Qualinost to the men of Ergoth, as agreed to in the Swordsheath scroll. Tangon, Tlor, and the wer-gild disappeared and have not been seen. The caravan of elves accompanying them was found slain. As a result, Kith-Kanan was forced to forfeit his magical hammer as a substitute wer-gild.

- **The Graystone:** An artifact formed by Shinare, Reorx, and Sirrion, and then placed into the red moon of Lunitari where it filled with the magic of neutrality. It was finally brought to life by Chislev. The stone was corrupted by the evil god, Hiddukel, and created great chaos when it was captured by gnomes, taken to Krynn, and then escaped. Its influence is known to have changed some gnomes into dwarves and kender and to have mutated many animal races, as well. Its present location is unknown. Some theorize that it has fled Krynn and may even be back on Lunitari. Others feel it remains hidden upon Krynn.

You may choose to create other entries which will support your own, extended campaign. Remember that this library contains information pertaining only to elves, including all associated plant and animal life. The information is not perfect, as most of it was recorded by kodragons.

EVENT #H6 – THE CHAMBER OF LIFE

To enter the Chamber of Life, the PCs will need information contained upon the clay

tablets in the Hall of Knowledge. The white nectar from #S3 must be drunk with the mercury from #H3. The mixture will not harm the imbiber, but will allow them to step through the wall behind the symbol of the tree at #H4. They will step into a shaft with a long, delicate spiral stairway. The lesser tower below contains all the secrets of the *Tree of Life*, recorded by Kith-Kanan. You may here relate the information from "The Artifacts of Neutrality" in the section, *What Has Gone Before*.

The door of #H6 is locked and has an image of the *Tree of Life* on it. When the door is opened, read the following

You climb a few steps beyond the door and emerge through an illusionary crystal floor into a most magical chamber! The crystal of this room is mostly emerald and the smell of the forest is in the air. In the center of the room is an enchanted oak made of clear crystal. It emanates an inner pink glow, as if it has veins of light.

However, its outer edges are dark and many of its branches have shattered and fallen to the floor. Its roots twist about in the air and seem to be avoiding a large basin below it.

The *Tree of Life* is dying, for several reasons. First, the forests of the world have been ravaged during the War of the Lance, injuring the tree. The great vallenwoods of Solace have been uprooted, the trees of Qualinesti have been burned or infested, and many other woods have been used as fuel and building material for the war. Second, Solostaran's wife was cursed by the lord of the undead, Chemosh, and turned into a **wichtlin** within this chamber. The wichtlin's hatred of life drove her to poison the magical mixture in the basin, filling it with a vile black tar (for gaming purposes, treat it as **black pudding**). Solostaran's wife was an 8th-level wizard. Thus, the wichtlin can cast 4th-level spells. She will cast *invisibility* on herself when the PCs try the door, stare curiously at the visitors for two rounds, and then attack.

The basin is inscribed with the symbols of Air, Fire, Earth, and Water; three of which may have been noticed below, at #S3, #S4, and #H4. Under these symbols is written, "Golden Air, undying Fire, silver Earth, and Water of Life; combine now to fill the forests

of Krynn with life."

The four basic elements are required for the *Tree of Life* to grow and replenish the forests of Krynn. A section of the north wall is a secret door. A successful search will reveal the symbol for "Air" upon it. If opened it will allow the Tower of the Sun to beam golden sun rays upon the tree. This represents Air. In the basin must be poured the mercury found in #H3, representing Earth, and a good dose of the liquid from #S3, representing Water. A thick pool of silver with white veins will appear. Finally, the surface of this mixture must be set aflame with a coal from the brazier at #S4. The tree will then immerse its roots in the mixture. Immediately it will begin to regenerate, filling with the elements, and will shine with the golden rays from the Tower of the Sun. The PCs will then hear a chiming voice cry, "Many thanks!" When the *Tree of Life* is renewed, Porthios will appear with a smile upon his face. If the PCs have not abandoned his body to be eaten by the disirs, he will ask them to bring it to the Tower of the Sun's rostrum, where he will repossess it at high noon. Otherwise, he will merge with the *Tree of Life* and his spirit will live forever as its guardian.

EVENT #H7—BACK TO THE PRIME MATERIAL PLANE

As the PCs return to Qualinost, read the following:

Upon returning to the Prime Material plane, you find that the trees of the city are regenerating! Furthermore, weeds are withering, flowers are blossoming, and rose quartz buildings are slowly growing anew! Elsewhere across Qualinesti, a similar effect will be seen to a lesser extent. Trees will bud and the burls will begin to shrink and heal. The forest may not return to its former state for a century, yet the healing will be obvious. The effect will also be evident to a lesser degree throughout Krynn. If the *Tree of Life* remains healthy for the next millennium, all of Krynn may return to its ancient grand beauty!

Unfortunately, though, the *Graystone* is gone and will certainly cause trouble in the days to come.





Don't forget that the PCs must find their way out of Qualinost. See #E7. The stone Sla-Mori may connect with the wooden Sla-Mori, too.

ASSISTANCE AND EPILOGUE

If the PCs become confused during the latter part of this adventure, Porthios can assist them. He can manifest himself as a searcher spectral minion, but only once or twice.

If the PCs return to the awaiting Qualinesti people, the elves will all re-enter Qualinost. If the PCs explain to the kodragons what they have done, they will be rewarded with many thanks and a promise: if ever they need assistance in the future, each can speak the words, "Astinus, help me," and five kodragons will

appear. This favor will work once per member. (If the entire party uses their favors all at once, you might allow an astral dragon to appear and assist them.) When the group returns to Qualinost with the elves, they will see a people reborn. There will be much revelry and feasting, and all will be made honorary members of the Qualinesti people.

Gilthanas (or Porthios, if he comes back) will then claim the treasure at #S10. Each member of the party will be rewarded out of the hoard (a total of 10%). Have Porthios or Gilthanas explain that the Qualinesti people are very poor and that the treasure will help them immensely in the near future. Any PC who gives up all his treasure may be rewarded with experience and, perhaps, some token from their god, if appropriate. The elves will entreat the party to keep secret the *Tree of Life* and the Hall of the Sky.

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(November)

Dark Heart
Meetings Sextet,
Volume Three
(January 1992)



Serinda Sevenstar

Serinda's family met death at the hands of a Dragon army early in the War of the Lance. Since then, she has been cheered by the lightheartedness of kenders.

Serinda began this adventure half for the company of Tas and half because she represents a group of Silvanesti elves seeking safe passage across southern Ansalon and home; her people will only trust one of their own kind. Serinda is very attracted to Tas and will attempt to turn their friendship into something deeper. She will become both jealous of and frustrated with Tas's fondness for Asheena. Serinda does not trust Jasper and wants to keep him away from Tas. She is initially irritated by the attention of Gilthanas, but will eventually warm up to him.

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Goldmoon

Goldmoon is the last princess of the vanished Que-Shu tribe and the mate of Riverwind. She has attained the office of first cleric to Mishakal, goddess of home, hearth, and healing.

Goldmoon and Riverwind are returning to the home of the Que-Shu in hopes of finding some of their lost people and rebuilding their home and culture. For now, they are accompanying their old friends, Gilthanas and Tasslehoff, to Qualinost; both for the company and because it lies along their homeward journey. Her thoughts are always to her goddess, her mate, and those in need. The chasm between Porthios and Gilthanas pains her, but she feels unable to intervene. As Tas lifts everyone's spirits with his antics, she works to maintain their adherence to reality and faith. The preoccupation of both Jasper and Porthios troubles her. Goldmoon looks upon Vanderjack as a teetering soul that must be pulled to the side of good. His foul sword is obviously the cause of many problems.

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Riverwind

Riverwind is a man of few words, with an imposing stance. He is the greatest warrior the Que-Shu have ever known, who dared to seek the love of one above his station: Goldmoon, the chieftain's daughter. Although he has her love, he is keenly aware of his inferior social status and continually seeks to prove himself worthy.

Riverwind shares Goldmoon's reasons for accompanying the party. He is an amazing fighter, but his humility charms all. He is very fond of and impressed with Vanderjack. Riverwind is constantly strained to maintain the high-society countenance befitting his mate while his heart yearns to be a free, dancing warrior of the wind. There is no cruelty in him, but in defense of Goldmoon he has the temperament of a wolverine.

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Vanderjack the Sellsword

Vanderjack is a dark-skinned "sellsword," a mercenary for hire, currently in the employment of the Silvanesti elves—sent to be Serinda's personal bodyguard. He has worked for both sides, good and evil, in a delicate attempt to achieve neutrality. He has been hired to protect Serinda because he is one of the greatest fighters upon Krynn.

Although greedy and overconfident, Vanderjack will experience paternal feelings for Serinda; he will try to protect her from harm and a broken heart. Vanderjack's alignment tendencies swing from nearly evil to almost good. During this adventure, he should change from foul and mean to kind and caring, as a result of Goldmoon and Serinda. Vanderjack finds Riverwind to be an excellent fighter and finds Riverwind's caring protection of Goldmoon to be appealing. He attempts to mimic it toward Serinda.

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Tasslehoff Burrfoot

Tas wandered off on his own, as is the kender tradition, when he reached adulthood. Like most kendars, he has thieving abilities (kenders prefer the term, "handler skills.") Tas "borrows" items not out of greed, but out of proverbial "kender curiosity" and "absentmindedness."

Tas is on this adventure mostly for kicks. He will find Asheena to be a most wondrous creature. Riding on her back would be a fascinating experience and one which should be pursued throughout this adventure. Tas will use his sense of humor to keep the party from quarrelling; especially Gilthanas and Porthios. Serinda needs a lot of special attention, but her intimate advances are recognized only as friendship. Jasper reminds Tas a lot of his uncle, Flint Fireforge. Tas wants to be friends, but something inside prevents him from making such a bond—Jasper is the first person who has ever scared Tas.

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Gilthanas-Kanan

Gilthanas is the second-born of Solostaran. While his elder brother, Porthios, learned the skills of governing, Gilthanas acted as a messenger and spy for his people.

Gilthanas is accompanying the party for two reasons: First, he has a responsibility to his people and must protect his brother. Second, he is trying to forget his love for a silver dragon, Silvara, who assumes human form. The torment of this hopeless love causes him to embrace danger recklessly. Gilthanas both loves and hates his brother—loves openly and hates secretly. Along this journey, Gilthanas will become increasingly enamored of Serinda—another hopeless relationship, for she is a Silvanesti elf. Gilthanas will feel secret jealousy toward anyone of whom Serinda seems fond.

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Asheena Flamebrow

Asheena is considered a heroic freak of her kind. She used to associate with a wandering duo which traveled through Qualinestri long ago; one was a handsome ranger, the other a clever thief; and she learned their skills. Rumors abound of her odd abilities.

Asheena is actually more powerful than the leader of her tribe, Ebonocg, and freely accepts the most dangerous missions. Ebonocg is sending Asheena with the party in the hope that she will find 20 recently vanished centaurs. Asheena finds Tas's curiosity to be distracting. At first she will ignore him, but will gradually grow to consider him the best of friends. She will even allow him the honor of riding on her back (after about half of the adventure). Asheena is a flirt and loves the attention of brave men. She will find Serinda to be a constant irritation.

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Jasper Fireforge

Jasper is a cleric of Reorx the Forge, creator of the *Graystone* and the *hammer of Kharas*. He is the nephew of the famous dwarf, Flint Fireforge, who was Tas's best friend while he lived. Jasper loves to invent parables on the spur of the moment.

Jasper is on this trek for two reasons: First, he hopes to find the recently lost *hammer of Kharas* which vanished in the Mithranhana forest several years ago. Second, dreams of his uncle have been plaguing him ever since he met Tas, so Jasper has been accompanying Tas until he can interpret those visions. He has always gotten along well with kendars, but Tas is oddly cold towards him and this hurts. Jasper will constantly but cautiously attempt to befriend Tas. That preoccupation will displace other concerns, including the unhappy fact that he is traveling with elves in elven lands!

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Tasslehoff Burrfoot 12th Level Kender Thief

STR	13	DEX	16	CON	14	THAC0	15	
INT	9	WIS	12	CHR	11	AL	N	HP 44

Armor Class: 4 (*leather +2, +2 Dexterity Bonus*).

Weapons: *hoopak +2 [combination of bullet staff sling (1d4+1/1d6+1) and quarterstaff (1d6/1d6)]; dagger (1d4/1d3)*.

Equipment: *thieves' picks, leather map case, and 500 stl miscellaneous.*

Languages: all well known languages and 50% of rare ones.



See back of card for more information.

Gilthanas-Kanan 5th-Level Fighter/9th-Level Qualinesti Elven Mage

STR	12	DEX	16	CON	12	THAC0	16	
INT	14	WIS	10	CHR	13	AL	CG	HP 30

Armor Class: -2 (*elven chain +2, shield +2, +2 Dexterity bonus*).

Weapons: *long sword +3 (1d8/1d12), long bow (1d6/1d6)*.

Equipment: *selected 500 stl.*

Languages: Qualinesti, Silvanesti.

Spells: four 1st, three 2nd, three 3rd, two 4th, and one 5th.



See back of card for more information.

Asheena Flamebrow 4th-level Thief/8th-Level Centaur Ranger

STR	16	DEX	13	CON	11	THAC0	13	
INT	9	WIS	8	CHR	17	AL	CG	HP 50

Armor Class: 3 (*shield +1, centaur*).

Weapons: *hooves (1d6/1d8), long bow with sheaf arrows (1d8/1d8), centaur scythe (2d4/2d6)*.

Equipment: *improved horsehoes of a zephyr (also allows levitation 3 time/day), quiver of 20 sheep arrows, leather bag, sounding horn, 50 stl, 1,000 stl fire opal in headband.*

Languages: Centaur, Common, and some Qualinesti.

Spells: (25% failure) one 1st.

See back of card for more information.



Jasper Fireforge 8th-Level Hill Dwarf Cleric

STR	12	DEX	10	CON	16	THAC0	16	
INT	13	WIS	16	CHR	14	AL	LN	HP 69

Armor Class: 1 (*chain mail +4*).

Weapons: *holy warhammer +3, dwarven thrower (1d4 + 1, 1d4)*

Equipment: *holy symbol, holy water, trained ferret ("Graybeard"), and selected 400 stl.*

Languages: Hill Dwarf, Plainsman, Kender, Ogre, Goblin, Gnome.

Spells: (0% failure) 3 + 2 1st, 3 + 2 2nd, three 3rd, two 4th.

See back of card for more information.



See back of card for more information.

Serinda Sevenstar 5th-Level Fighter/8th-Level Silvanesti Mage

STR	9	DEX	13	CON	10	THAC0	16	
INT	16	WIS	15	CHR	15	AL	LG	HP 28

Armor Class: 2 (*bracelets of defense AC 5, cloak of protection +3*).

Weapons: *quarter staff +2 (1d6/1d6), long sword +3 (1d8/1d12), short bow (1d6/1d6), dagger +2 (1d4/1d3)*.

Equipment: *selected 500 stl.*

Languages: Silvanesti, Qualinesti, Draconian, Kender.

Spells: four 1st, three 2nd, three 3rd, two 4th.



See back of card for more information.

Goldmoon 11th-Level Human Cleric

STR	12	DEX	14	CON	12	THAC0	14	
INT	12	WIS	16	CHR	17	AL	LG	HP 46

Armor Class: 3 (*leather armor, cloak of protection +5*).

Weapons: *staff of curing/striking (1d6/1d6), warhammer (1d4+1/1d4)*.

Equipment: *Medallion of Faith, Golden Circlet, selected 500 stl.*

Languages: Plainsman, Hill Dwarf, Qualinesti.

Spells: (0% failure) 5+2 1st, 4+2 2nd, four 3rd, three 4th, two 5th, one 6th.



See back of card for more information.

Riverwind 11th-Level Human Ranger

STR	18/35	DEX	16	CON	13	THAC0	10	
INT	13	WIS	14	CHR	13	AL	LG	HP 62

Armor Class: -1 (*plate mail +1, +2 Dexterity Bonus*).

Weapons: *long sword +2 (1d8/1d12), dagger +2 (1d4/1d3), short bow (1d6/1d6)*.

Equipment: *pipes of sounding, selected 500 stl.*

Languages: Plainsman, Hill Dwarf, Qualinesti.

Spells: (0% failure) 2+2 1st, 2+2 2nd.



See back of card for more information.

Vanderjack the Sellsword 12th-Level Human Fighter

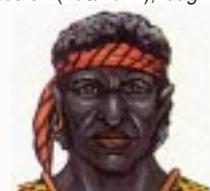
STR	17	DEX	13	CON	18	THAC0	9	
INT	13	WIS	9	CHR	10	AL	N	HP 102

Armor Class: 0 (*plate mail +3*).

Weapons: *Lifecleaver—sword +2, nine lives stealer (1d8/1d12), dagger +1 (1d4/1d3)*.

Equipment: *ring of feather falling, selected 500 stl.*

Languages: Silvanesti, Solamnic.



See back of card for more information.

COMBINED MONSTER STATISTICS CHART

Name	THAC0	AC	#AT	Dmg	HD/hp	MV	SA	SD	M R	AL	SZ	XP
Beast, Undead—Stahnk	7	6	3	2d4+1/2d4+1/3d8	12+12/89.	9, SW—9	Y	Y	20%	N	H—20'	8,000
Bugbear	17	5(10)	1	2d4 or W	3+1/15	9	Y	N	N	CE	L—7'	120
Centaur (<i>Ebonocg</i>)	15	2	2 or 1	1d8/W or 1d8	6/31.	18	N	Y	20%	CG	M—7'	270
Centaur (of Krynn)	17	5	2 or 1	1d6/W or 1d6	4/18	18	N	Y	N	CG/NG	M—5'	120
Disir	15	3	3	2d4/2d4/2d6	5/23	12	Y	Y	N	LE	M—6'	975
Draconian, Kapak	17	4	1	1d4 or W	3/20.	6, R—15, GL—18	Y	N	20%	LE	M—6'	650
Dragon, Astral—Mated Pr.	5	—5	6	3d20(x4)/1d100(x2)	35/158.**	15, FL—48(B)	Y	Y	95%	N	G—50'	40,000
Dragon, Astral—Unmated	17	5	3	1d4/1d4/2d6	3/13.**	6, FL—18(C)	N	Y	N	N	M—5'	1400
Dragon, Kodragon	15	5	3	(fra/1/2)1d4/1d4/1d6	5/23	6, FL—24(A)	Y	Y	N	N(G)	S—3'	200
Elemental, Air	7	2	1	2d10	16/72	FL—36(A)	Y	Y	N	N	H—16'	11,000
Elemental, Water	7	2	1*	5d6	16/72	6, SW—18	Y	Y	N	N	H—16'	10,000
Elf, High—Qualinesti	19(18)	5(10)	1	W	1+1/6	12	N	N	N	G*	M—5'	Varies
Fetch	11	4	2	*	9/41	6	Y	Y	N	CE	M—6'	3,000
Fire Minion	15	3	1	2d6	6/27	12	Y	Y	N	LE	L—8'	975
Fireshadow	7	0	3 or 1	1d6/1d6/3d6 or 2d20	13+3/100.	6	Y	Y	50%	CE	G—30'	11,000
Golem, Greater—Stone	7	5	1	3d8	14/60.	6	Y	Y	N	N	G—60'*	10,000
Hobgoblin	19	5(10)	1	W	1+1/6	9	N	N	N	LE	M—6½'	35
Horax	17	3	1	2d8	4/18	15	Y	N	N	N	M—6'	270
Knight, Death (<i>Tangon</i>)	11	0	1 (+3 Bonus)	1d10+10	9/52.	12	Y	Y	75%	CE	M—7'	5,000
Kobold	20	7(10)	1	1d4 or W	1-2/3	6	N	N	N	LE	S—3'	7
Minotaur (of Krynn)	13	6(5)	2	2d4/1d4 or W	6+3/30	12	Y	Y	*	LE	L—8'	650
Minotaur (<i>Menas</i>)	16	6	2	2d4/1d4 or W	W—9/24	12	Y	Y	*	LE	L—7'	3,000
Minotaur (<i>Menthon</i>)	8	2	2	2d4/1d4 or W	F—10/94	12	Y	Y	*	LE	L—8'	5,000
Ogre (of Krynn)	17	5	1	1d10 or w	4+1/19	9	Y	N	N	CE	L—8'	175
Ogre (of Krynn)—Leader	13	2	1	1d10 or W	7/34.	9	Y	N	N	CE	L—9'	420
Ooze—Gelatinous Cube	17	8	1	2d4	4/32.	6	Y	Y	N	N	L—10'	975
Plant—Choke Creeper	7	6 or 5	8 +	1d4	25/100.	1/2	Y	Y	N	N	G—75'	18,000
Pudding, Black	11	6	1	3d8	10/51.	6	Y	Y	N	N	M—6'	5,000
Skeleton, Hobgoblin	19	7	1	1d6	1/5	12	N	Y	*	N	M—6'	65
Skeleton, Troll	13	7	3	1d4/1d4/1d6	6+6/33	12	N	Y	*	N	L—9'	2,000
Spectral Minion—Guardian	HD	2	1 or 2	W	1-8/64	30	Y	Y	20%	G*	M—6'	1400
Spider, Giant Trap Door	15	4	1	2d4	4+4/22	3, WB—12	Y	N	N	N	L—8'	420
Spider, Whisper	11	4	1	2d6	8+8/44	9, WB—12	Y	Y	N	CE	H—15'	1400
Stag, White	11	—5	3	1d12/1d6/1d6	10/80.	24	N	Y	N	LG	M—7'	2,000
Thanoi (Walrus Man)	17	4	2 or 1	1d8/1d8 or W+2	4/18	9, SW—15	N	Y	N	LE	L—8'	120
Troll	13	4	3	1d4/1d4/1d8+4	6+6/33	12	Y	Y	N	CE	L—9'	1400
Tylor—Old (<i>Tlor</i>)	5	—3	2	1d10/1d20	20/87.	15	Y	Y	5%	CE	G—140'	13,000
Warrior, Skeleton	11	2	1	W (+3 to attack)	9+9/50	6	Y	Y	90%	NE	M—6'	4,000
Wichtlin	15	2	2	*	4+4/36.	9	Y	Y	*	CE	M—5'	3,000

- hp followed by a period (.) indicates pre-rolled, others are perfect averages
- * indicates special
- Dmg of W indicated by weapon
- all special attacks and defenses are detailed in the *Monstrous Compendiums*
- **: astral dragons are immortal;

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